Five incredible TNT 2 compilations must be won PLUS find out if you are one of the enormously lucky G-LOC winners inside.

AMSTRAD COMPUTER USER

ACU

MAY 1992

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DYNAMITE!

ACU uncovers TNT 2, the latest epic compilation from Domark.

PLAYING POWER

Spectravideo is on the rampage again. Be there as ACU investigates the latest sticks to hit the market.

DESIGN TIME

Microdesign has been revamped! Read on as ACU examines the latest CPC graphics suite.



LOGGING ON

French based Logon System joins the demo department as the new column expands.

BOMB ALLEY

Ninja 2, Super Seymour, Switchblade, Multimixx 4 and a whole lot more in your favourite CPC games guide. Miss it at your peril.

THE MAGAZINE FOR THE AMSTRAD 464 · 6128 · CONSOLE

OFFICIAL

The Quality Magazine for Users of CPC, GX4000 & CPC PLUS



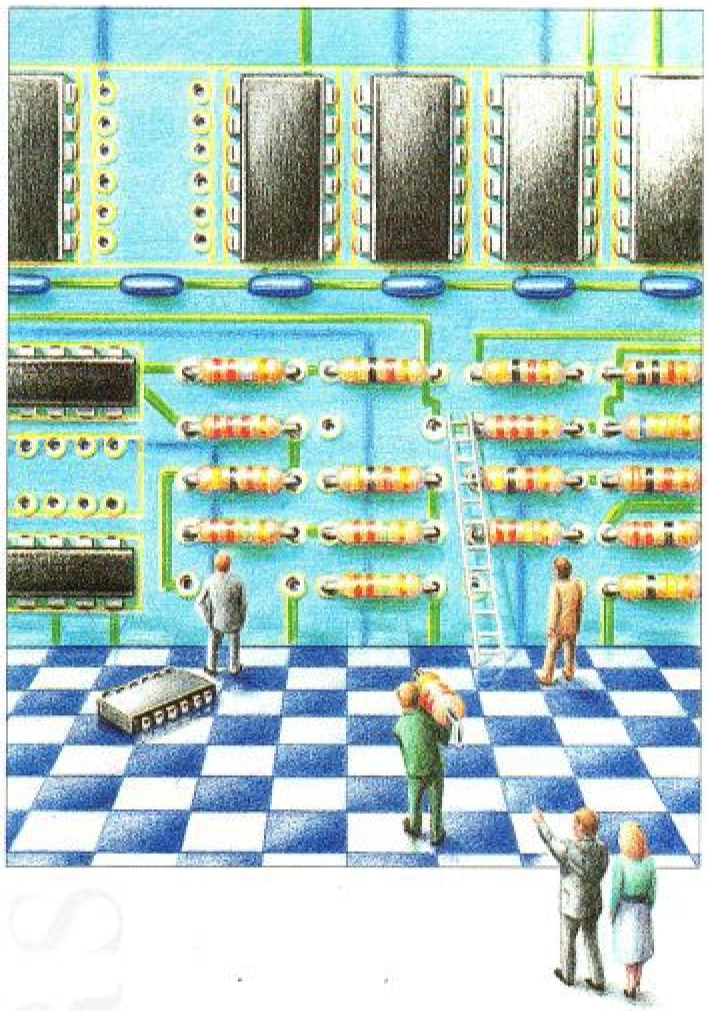




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Amstrad Repairs



If something is wrong with your Amstrad CPC or PCW, who better to turn to than the National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to the highest standard at the lowest cost.

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Published by HHL Publishing
Panini House 116-120
Goswell Road, London EC1.
Editorial enquiries:
Tel: 071 490 7833
All other enquiries:
Tel: 071 490 7161

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Subscriptions
LAZAHOLD
PO Box 10, Roper Street,
Pallion Ind. Est.,
Sunderland SR4 6SN.
Tel: 091 510 2290.
Yearly rates:
UK £19.80
Europe £34.70
Rest of the World £48.60
Distribution
IPC Marketforce Tel: 071 261 5000
Colour and Mono Origination
Ebony
Heathlands Industrial Estate
Liskeard, Cornwall
Tel: 0579 46880
Printed and bound
by BPCC, Colchester. Covers printed by Spottiswoode Ballantyne, Colchester.
Published on 1st Thursday of month preceding cover date
ISSN 09523049

REGULARS

FEATURES

GREAT GEAR

If you want to get hold of some totally brilliant gear for the summer, then your best bet would be to get in touch with Code Masters right now.

Why? Because Dizzy, the most popular game character and the Codies' flagship game star, is now featuring in a superb range of gifts, just for Dizzy fans.



As part of this great merchandising range, you can now get your hands on Dizzy bags, clocks, mugs, caps and T-Shirts, all emblazoned with full colour Dizzy artwork.The mug also features the Yolk Folk and their adversaries, like the evil Wizard Zaks and Rockwart the troll.

With prices ranging from £3.99 for the cap, up to £13.99 for the clock (including battery), you can't beat this little lot for value.

For full details, take a look at the coupon, or try ringing Code Masters on 0926 814132 for more information.Remember, if you want to look good this summer, you know what to be wearing.That's right, get Dizzy!

SAY HELLO, WAVE GOODBYE

Next month you won't see Amstrad Computer User on your newsagent shelves, but you will see **CPC ATTACK**. The Amstrad CPC scene is as big as ever and is becoming increasingly specialised, with very keen informed readers. **CPC ATTACK** will cater for these readers' requirements as well as supporting the huge games playing scene!

CPC ATTACK will be a very different magazine than ACU. For a start there will be a new clearer design with lots more pictures, and the editorial will be geared up to cater for all CPC enthusiasts. The popularity of the CPC has convinced us that Amstrad owners need a magazine that is as devoted to the CPC as they are!

Watch out for CPC ATTACK from May 7th.

NEW GUIDE

Remember Chris Price? The man behind the foot pedal joysticks?We certainly do, and the good news is that Chris's latest, updated product guide is now available on the market.The CpRs Design Technology Product Guide not only features the incredible Game Pro foot pedal joysticks, Marks 1 and 2, but also specialises in electronics and radio communications software for CPC addicts.

If you want more details about this rapidly growing CPC area, or if you missed out on the foot pedals the first time around, why not send a large SAE to C.J.Price, CpRs Design Technology, 70 Potton Road, Eynesbury-Hardwicke, St.Neots, Cambs.PE19 2NN, and get hold of the latest catalogue.

For even more information try ringing on 0480 76038.You never know, it could be just the hobby you were looking for.

PROMOTION TIME

If you are still on the lookout for a new printer, why not run down to your nearest Fujitsu stockist and find out what's on offer during the new nationwide end user promotion.

During the promotion, various open days will be held at local dealers' outlets, where Fujitsu specialists will be on hand to offer information, advice and, more importantly, special offers to purchasers of Fujitsu products.

A nationwide end user mail campaign is already under way, featuring the dot matrix range of printers, which offers respondents the chance to win an incredible trip to the Barcelona Olympics, with other prizes including computers, printers and games software.

If you want to get in on the act, which also highlights the DL900 printer, as seen in ACU, then get in touch with Fujitsu now on 081 573 4444 and find out where your nearest stockist is.This is one promotion too good to be missed.

PRINT RUNS

Keep your eyes on the shelves as Seikosha announces its brand new entry level personal printer, the SP1900 Plus.As a nine pin, dot matrix printer, this new beast offers quality printing with versatile functionality, at an outstanding price/performance ratio.

What does that all mean?It means you're getting an awful lot for the



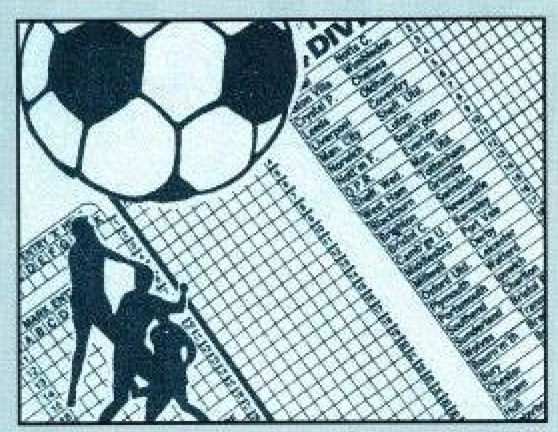
incredible price of just £155.Capable of producing speeds of 192 cps in fast mode and 40 cps in NLQ, the SP1900 is no slouch, and it certainly won't deafen you either.

Epson and IBM compatible, the machine offers two in-built fonts, Serif and Sans Serif and has a multitude of paper handling facilities.

As General sales manager for Seikosha, Gareth Cornish, states:"Nine pin sales still represent a large percentage of the dot matrix market.The SP1900 Plus is a key model in our entry level range and users will be attracted by its superb value. A high performance machine with an aggressive price tag, the SP1900 Plus will have a substantial impact on the low end printer market."

Can't say fairer than that but, if you want to see one for yourself first, why not call Seikosha on 0753 685873 and find out the name of your nearest stockist.

HIGH STAKES



If you haven't taken advantage of Lancashire based Intraset's fantastic Multi-Scoop Football Pools syndicate yet, then now's the time to get hold of some information.

For just £1 per week, Multi-Scoop offers you the chance to be in on some big, big windfalls. And, what's more, if you can get some friends to join using your membership number, you'll get a commission which means you actually make a guaranteed profit without risk.

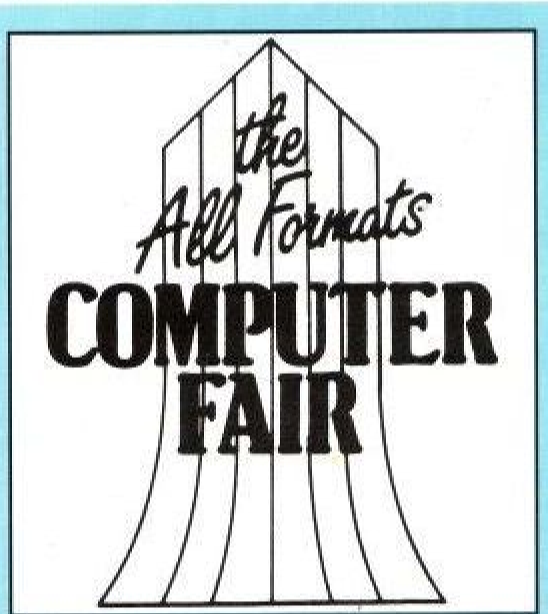
How does it work? Well, first of all, you pay an annual registration fee of just £10.Then for just £1 a week, 50% of your and everybody else's funds will be accurately placed on the football pools, using expert guidance and up to the minute computer technology.

However, if you introduce new members, you'll get a 20% commission, which means that after the fifth new member you introduce, your weekly payments are already covered.It couldn't be simpler!

Get six people to join, and you'll also get a bonus of £10, which will take care of your registration fee.

This is one set-up that has to be worth investigation and, even though the ranks are swelling all the time, there is always space for newcomers to join in the fun, receiving a quarterly newsletter and constant updates about performances.

If you want to know more, then try ringing Intraset now on 0257 276800.



FAIR NEWS

All of you out there who frequent the excellent All Formats Computer Fairs are advised that a change of location has been made to the show scheduled for May 16th.If you were all ready to get down to the Horticultural Halls for the London show, don't, as the new venue is at the Sandown Exhibition Centre.

Close to the M25, three minutes from Esher Railway Station, and with parking facilities for up to 6,000 cars, this new venue has been picked in an effort to control costs and improve public access.

As the intention is to make this the regular London venue for future shows, why not pop down there and see what bargains you can pick up for yourself?

For more information about this and other venues, or if you want to book your place at the fair, get in touch with John Riding on 0225 868100 now.

BOOK IT

The good news from Wiley & Sons is that the latest Complete Computer Catalogue is now available, for all of you who fancy getting hold of a few books for reference.

Publishing around 1,000 books a year, Sussex based Wiley has to be one of the most prolific publishers about, featuring just about every computer topic you care to name.

The present catalogue is no less prolific, featuring 795 entries, which includes 780 books and 15 journals.If you need something on your favourite topic, then you can be pretty sure it will be contained in the catalogue.

To reserve your copy now, try ringing Wiley & Sons on 0243 779777, you won't be disappointed.



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FEATURES:- Colour Printing, 4 NLQ Fonts, Double/Quad Size, Paper Park.

STAR LC24/10 24 Pin Mono £229.95
SPEED (Pica, cps): 150 Draft, 50 LQ
FEATURES:- 4 Letter Quality Fonts Double/Quad Size Character, Outline, Shadow, Paper Parking etc

All Printers are Supplied with a cable and are ready to use.
Prices include VAT and Postage.

PRINTER RIBBONS

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ZIGGY'S MAILBOX

NORWEGIAN BLUE

I come from Norway and I live in a very little village. I've been buying your mags for some time, but now they seem to be more and more difficult to get hold of.

My problem is that I want to buy some new games/programs. Since it is half the price in the UK, I have bought most of my software and hardware there.

I am wondering if you could please send me an address for a company that sells both budget games/programs and software at normal prices.

I also have a problem with my printer, the Amstrad DMP 3160, which prints double line spaces. What shall I do to fix it?

Thomas Nilsen, Kinsarvik, Norway.

Ziggy:Well, my first, and most obvious, piece of advice, would be to take out an ACU subscription. That way you can be assured of getting hold of the mag on a monthly basis. On your second point my advice would be very similar, in that most companies selling budget and full priced CPC software are advertisers in ACU. So, seeing that all of the addresses are in the mag, a subscription should kill two birds with one stone, so to speak.

As to your third problem, you might try consulting your printer manual and adjusting your dip switches to the correct settings to cut out your double print traumas.

URGE-NT TIDINGS

The 10-Liner Urge, in ACU Feb 92, would not run on my 6128+.On checking the program, the Pound sign in line 70 should be replaced with the # sign.

Also, in Applications in the same issue, it stated that OCP's Advanced Art Studio would not run on the 6128+. I have recently purchased A.A.Studio, along with the Genius Mouse from datel and I am very pleased to say that it works very well.

One further point, please do not start giving away a free cover tape coupled with a dramatic price increase, as the other Amstrad magazine that followed that note has lost my custom.

Martin Mould, Mundesley, Norwich.

Ziggy:Thanks for pointing out our errors Martin. Sometimes, depending on which printer is used to produce programs, the old Americanised dip-switch settings do cause this mistake. Also, I'm glad to hear about your OCP set-up. As to the last point, you'd better turn to the Feedback Page to catch the latest on that front, especially concerning AA's progress.

ALL PRAISE SD MICROS!

I am writing to congratulate you on the marvellous article (ACU Feb 92) on the SD Microsystems 3.5" disk drive.

In less than one week of ordering, my 3.5" drive arrived, priority post! I am very pleased with it and with the excellent after-sales service I was given by Steve Denson of SD Micros.(I telephoned Steve for advice on installation and he could not have been more pleasant and helpful.)

Thank you for the great review.

Richard Duggan, Hastings, East Sussex.

AND AGAIN.

To start with, keep up the terrific job being done by one and all on our behalf. ACU is the best magazine of it's type and let's hope it keeps that way. I don't mind a cassette on the cover now and again, but this is not the Amstrad Action, so don't let's fall into the same mould.

As for your article on SD Microsystems, for some time I was contemplating the purchase of a second drive for my 6128. In fact, I had rung a number of suppliers to get the lowdown on whether size 3.5" or 5.25" was best for my needs. Then came your article and I was sold. As this firm is just down the road from me I gave him a buzz and all my worries were over.

I received a very pleasant and friendly service, not to mention fast: I ordered the drive on Thursday and was using it on the Saturday, not bad eh? The drive advertisement on Page 65 of the December issue stated the size of the unit as 7 x 4 x 1 inches and, at first I thought there must have been a typing error, but no, it really is that small.

Now I am thinking of purchasing a Dart Scanner, how about an article or info on that?

Harry Holmquest, Louth, Lincolnshire.

Ziggy:I think Steve Denson of SD Micros ought to stand up and take a bow for the most professional and friendly sales service in town. Judging from the pile of letters we received on the subject, he has certainly impressed a great many readers. The above are just a sample. If you want to get hold of all manner of serious CPC software and hardware, then why not look up the SD Micros ad later in this issue. You certainly

won't be disappointed with the range currently on offer. Well done Steve, keep up the good work.

MAIL TROUBLE.

I have recently bought an Amstrad 6128, it is second hand but in good condition. I live in Cyprus and am unable to obtain any software for the 6128, so it was with some relief that I stumbled across your magazine and the mail order software listings therein.

I sent off to Software City, cheque enclosed, for 4 discs, Pyraword, Tetris, Heroes of the Lance and World Class Leaderboard! Two weeks later, I receive a letter telling me that for various reasons, "we cannot supply the following discs".

Now, I am a reasonable person, and can understand one or two of the discs being unavailable, but all four! Surely, if they do not have the software, they should not advertise it. If the software has been discontinued, they should delete it from their listing!

On the other hand I took advantage of your Money Manager offer which I received today, with many thanks and much relief. At least someone fulfils their promise.

On a lighter note, I am now the proud owner of two ACU magazines. Whilst I am not yet qualified to make a comment on your magazine, I would like to say that I find it well balanced, interesting and informative. Is there any chance of a section for complete beginners (I am one myself), as a few features go right over my head? I would be grateful.

Davy Roland, BFPO 58, Cyprus.

Ziggy:Many people are extremely wary of mail order companies and although there are a minority of unscrupulous people around, in all markets, we do try and screen potential advertisers carefully before taking their products on board.

Having said that, advertisers, like our editorial coverage, suffer from having to work two to three months ahead of the publication dates of each magazine. What this means is that, even though the games in question were in stock when the advertising copy was written, there is a good chance of some changes to that stock taking place before the advert is published. You can never guess what games you are going to have a rush on at any one time, so Mail Order companies should not be panned every time an order cannot be fulfilled. Anyway, sorry to hear of your problems, but I'm glad you liked the Money Manager offer. As to your final point, we make it our policy to cover BASIC issues regularly as we are collecting new readers all the time, so keep your eyes peeled for the next series for beginners, and welcome aboard.

PROGGY PROBLEMS

As a senior citizen and user of the Amstrad 464, and also a subscriber to your magazine, I must agree with the comments expressed by the Australian 464 user in the February 1992 issue.

I have had problems in running programs copied from your 10-Liners and also, the longer programs in the Listing section.

Up to now, I have always assumed that the fault was caused by my incorrect typing of a program, but I now realise that it can depend on which model of computer is being used.

Would it be possible to state at the start of each program, which model of computer will accept the program and thus save a considerable amount of wasted time?

Ziggy:Whilst care is taken to ensure that as many programs as possible will work on all CPC models, there will obviously be times when some slip through that won't. Many of the commands that will not be accepted by the 464 should be recognisable by now after last month's article by Sean McManus. To help you out further, we shall be looking closely at all programs in the future and try to point out which ones you 464 tappers can get to grips with. Ok?

MISSING LINK

I am addressing this letter to the latest address available to me, taken from the first page of Amstrad Computer User Magazine, dated October 1990.

My problem is a simple one, I can no longer find the magazine on the shelf of any of my numerous local book shops.

Being 63 years old I do not have much interest in computer games, but have occasionally enjoyed reading articles about my CPC 6128 computer and the non-game software available for it, and I would like to continue doing so.

I fear that in the absence from the shops, the magazine may have ceased publication, but the thought also occurs to me that, in these financially stringent times, it may well be that you have merged with one of the other numerous publications dealing with the many Amstrad Computers.

If this is the case, perhaps you would advise me of the nature of such a merger, so that I might investigate further.

Donald Henderson, Bury, Lancs.

Ziggy:By the time you read this, you should find that ACU's distribution and circulation problems have been well and truly sorted. As far as I know, the situation has been tackled and you should find your fave CPC mag much more accessible. Fair enough?

PLUG PD

I would be most grateful indeed if you would give my PD library a plug. The details are as follows:Ryles PD, 21 Scarletts Close, Uckfield, East Sussex.TN22 2BA.

One disc (both sides) or one tape (one side) = One Pound

Two or more discs (both sides) or tapes (one side) = 75 pence each.

James Rylatt, Uckfield, East Sussex.

Ziggy:There you go, short and sweet, although I can't help thinking I should have passed this one on to Uncle Bob!

NO CONSOLEATION

Could you, or any of your good readers, please help me. I have an Amstrad GX4000 games console, but I'm having no luck in buying any cartridges for it in my area.

All I am told is that it is obsolete. Could anyone give me the name of a shop or a supplier for these cartridges? I would be most grateful.

I McBratney, Dalton-in-Furness, Cumbria.



Ziggy:Well, much as we all deplore the lack of support that the GX4000 has been given, despite the fact that it is potentially every bit as good as any Sega or Nintendo 8-bit offering, cartridges can be obtained from some of the mail order companies which advertise in ACU. Have a glance through their lists to see what is available and I'm afraid you'll have to make do with what you can get for the time being.

DELUXE DESPERATION

I am writing to you in sheer desperation. I have in my possession a very good program called Deluxe Paint II. Nothing strange in that, you may be thinking, but I have it on 5.25" disc and I want it on a 3" disc. Now you are saying, "So what's the problem?" The problem is that I don't have any method of transferring the program onto my 3" disc. You see, I have my little CPC 6128 and the DPII was put on a 5.25" disc, so how do I get it transferred over as I don't have the appropriate equipment to do so.

I also have a few other proggies on the larger disc that I would like to have transferred to the smaller one. Can you please help me with my problem?

Short of buying a disc drive to accommodate the larger disc, I am at a loose end as I don't know anybody close enough with the larger disc drive that can swap it over for me. If anyone can do this for me, then I don't mind if they take a back-up copy for themselves.

Harry Hall (address supplied), Nottinghamshire.

Ziggy:Forgive me my confusion, but this all sounds a little odd to me. Firstly, are you sure that the program in question is designed for use on the CPC? Secondly, if the DP II in question is the commercial product of the same name, then what on earth is it doing on a 5.25" disc. Has it been copied? Was the company's permission asked before this was done? Strange.

Having said all that, I could be barking up entirely the wrong tree here and apologies if I am. If so, then I have your address here and if anyone with a 5.25" drive would be willing to transfer Harry's software for him, get in touch with me at the usual address and I will put you in touch.

DABBLE TROUBLE

I have two questions that you may be able to assist me with. Firstly, a relative had her Amstrad PCW stolen in a recent burglary they took most things but left some software on 3" discs which I have inherited, included are Stop Press and Locoscript, as well as discs containing clip art and more fonts, etc. Is there any way that I can get my 6128+ to run this stuff? If I can't use them I will erase the discs and use them for other purposes. I am able to CAT the discs but none of the files are either .BIN or BAS, so the CPC is unable to make much sense of them, although they are CPM based.

Secondly, apart from the obvious wiring of a jack socket, what other internal changes are necessary to convert a 6128+ to be able to load cassette based software? I am reluctant to send my computer to WAVE, just to get this done, if the changes are minor. How about including this conversion as a possible project in the magazine for those of us who have dabbled with electronics and know how to use a soldering iron?

Stephen Jeavons, Camberley, Surrey.

Ziggy:As for your first question, some CPM based programs will work on the CPC machines. Have you tried running them under the CP/M + disc supplied with the CPC? If not, then the problem is that the PCW and the CPC operate under different versions of CPM, making them largely incompatible. As to your second question, although such a project may be looked at in the near future, it is perhaps a little unwise to dabble for yourself while you still have a guarantee on your machine. Sending off to WAVE would guarantee a professional level of workmanship and, most probably, a guarantee on that workmanship, whereas if anything goes wrong at home you have no-one to turn to. I would advise leaving it to the professionals for now until some work is done on the topic.

COMPETITION





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2.What do the initials TNT stand for?

3.What explosive material was first used by the Chinese?

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HHL Publishing,
116-120 Goswell Road,
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EC1V 7QD.

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Star LC-10 Colour	5.95	11.00	
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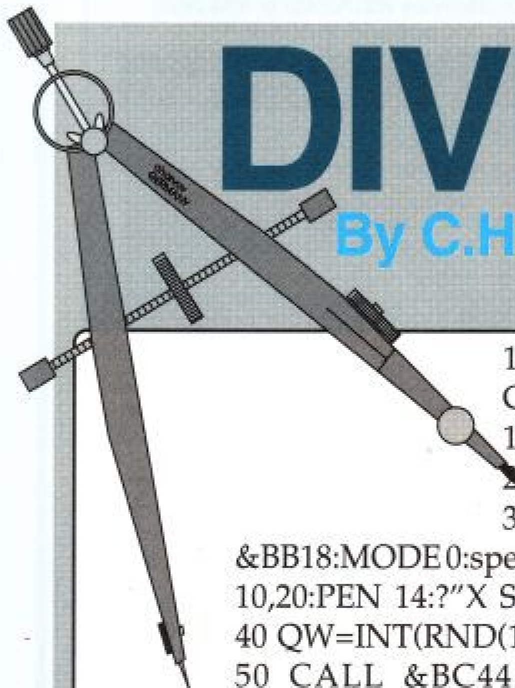
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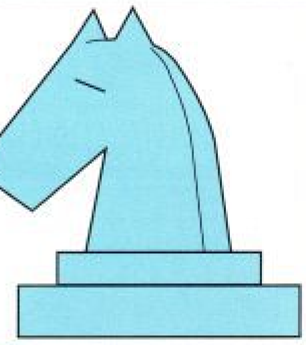
DIVIDER

By C.Hine

This little gem will certainly set your eyes reeling, as it creates some particularly weird patterns on the screen.Using CTRL +X to create the funny X characters used in the listing, the final touch is achieved by pressing SPACE.Try it and se what you think.

```
1 '464 SCREEN DIVIDER—"X" IS OBTAINED BY PRESSING CTRL+X- TYPE THE CALLS WITH CARE!!!
10 ' FIRMWARE CALLS,—HOLD DOWN SPACE FOR WEIRD BORDER
20 ' C.HINE 1992-(C) HOLD DEL TO RETURN TO MAIN PROGRAM
30 MODE 1:POKE &B28F,252:? SPC(13)"ANY KEY":POKE &B1C8,1:CALL &BB18:MODE 0:speed ink 255,255:ON BREAK GOSUB 100:CLS:FOR N=1 TO 255:CALL &BC62,7:LOCATE 10,20:PEN 14:?"X SPACE X":B=INT(RND*699):A=INT(RND*904):U=INT(RND*15):BORDER U
40 QW=INT(RND(1)*920)+(2*3/2)+84:IF INKEY(47)=0 THEN GOSUB 80 ELSE 50
50 CALL &BC44,QW:CALL &BC62,2,121,13,1:CALL &BC62,A,B,U,N,8:CALL &BC48:CALL &BC48,8,A,U:CALL &BC48,6,N:CALL &BC48,13,U:DRAW 800,12:DRAW 0,999:DRAW 999,0:CALL &BC42,A,B,U:CALL &BC42,7,8,12,B
60 IF TEST(0,13)=0 OR TEST(0,3) THEN WINDOW#1,15,32,8,10:CLS#1:WINDOW#2,32,32,15,4:CLS#2:WINDOW#3,15,10,8,9:CLS#3:WINDOW#4,5,17,13,22:CLS#4:PAPER#3,7:PAPER#1,6:PAPER#4,4:PAPER#2,12:CALL &BC62,N:CALL &BC42,N
70 NEXT:GOTO 30
80 RESTORE:FOR I=&AF00 TO &AF0F:READ A$:POKE I,VAL("&"+A$):NEXT:MODE 0:CALL &AF00:DATA 01,00,C0,ED,5F,81,A7,02,03,78,FE,00,C8,C3,03,AF:LOCATE 13,2:POKE &B28F,253:?"X  HOLD DOWN D E L X"
90 CALL &BD21:CALL &BD22:CALL &BD23:CALL &BD24,1:CALL &BD25:IF INKEY(79)=0 THEN RETURN ELSE CALL &BD21:GOTO 90
100 CALL &BBFF:CALL &BC02:PEN 1:MODE 1:LIST
```

KNIGHTMOVES

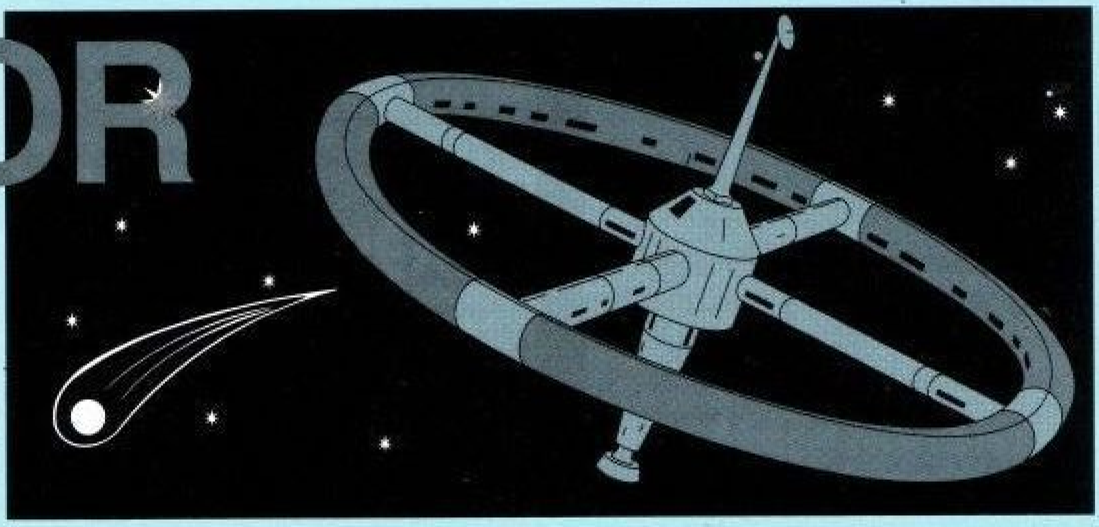


By Ernest Thompson

This clever little demo reveals the 64 moves that the Knight pice on a chessboard must take, to cover every single square on the board. It isn't the most startling demo around, but it may come in handy for your own creations.

```
10 MODE 1:DIM B(12,12):I=0:J=2:K=2:L=3:GOSUB 100:I=3:J=5:K=3
:L=2:GOSUB 100:FOR A=1 TO 8:READ B,C:S(A)=B:T(A)=C:NEXT:DATA
 1,2,2,1,2,-1,1,-2,-1,-2,-2,-1,-2,1,-1,2
20 FOR A=1 TO 12:FOR B=1 TO 12:B(B,A)=1:NEXT B,A:FOR A=3 TO
10:FOR B=3 TO 10:B(B,A)=0:NEXT B,A:X=INT(RND*8)+3:Y=INT(RND*
8)+3:B(X,Y)=1
30 X1=INT(X/2):Y1=INT(Y/2):IF (X1=X/2 AND Y1=Y/2)OR(X1<>X/2
AND Y1<>Y/2) THEN Z=2 ELSE Z=3
40 SOUND 1,400,20:LOCATE X*3+1,Y*3-7:PAPER Z:PEN 0:PRINT"1":
FOR A=1 TO 2000:NEXT:FOR N=2 TO 64:P=9:FOR I=1 TO 8:X1=X+S(I
):Y1=Y+T(I):IF B(X1,Y1)=1 THEN 80
50 L=0:FOR J=1 TO 8:X2=X1+S(J):Y2=Y1+T(J):IF B(X2,Y2)=1 THEN
 70
60 L=L+1
70 NEXT:IF L<P THEN P=L:E=I
80 NEXT:FOR A=1 TO 500:NEXT:IF Z=2 THEN Z=3 ELSE Z=2
90 X=X+S(E):Y=Y+T(E):B(X,Y)=1:SOUND 1,400-5*N,20:LOCATE X*3+
1,Y*3-7:PAPER Z:PEN 0:PRINT RIGHT$(STR$(N),LEN(STR$(N))-1):N
EXT:PAPER 0:PEN 1:END
100 FOR A=1 TO 19 STEP 6:FOR B=I TO J:FOR C=9 TO 27 STEP 6:S
OUND 1,20,5:FOR D=0 TO 2:LOCATE C+D,A+B:PEN K:PRINT CHR$(143
):NEXT:FOR D=3 TO 5:LOCATE C+D,A+B:PEN L:PRINT CHR$(143):NEX
T D,C,B,A:RETURN
```

METEOR



By Robin Gilbert

On with the fun folks, with this smart meteor dodger for your perusal.Basically, you are way from home, caught in a meteor shower, with damaged engines and low fuel levels to boot.What do you do?Well, as your ship drifts in one direction only, you must use the SPACE bar to drag it back in the opposite direction, avoiding meteors and trying to make contact with the fuel dumps at the same time.This one's not easy, but it sure is fun.

```
1 ' M e t e o r   S h o w e r [71]
2 '------------------------------- [72]
3 ' (C) Robin 'Pipeline Software' Gilbert, January 1992 [73]
4 ' [74]
10 MODE 1:INK 0,1:BORDER 1:INK 1,26:INK 2,11:INK 3,0:PAPER 0 [63]
:CLS:PEN 2:PRINT TAB(8)"M e t e o r   S h o w e r":PRINT:PEN [63]
 1:PRINT TAB(4)"Score:";TAB(21)"Fuel:":LOCATE 4,25:PRINT"His [63]
core:";TAB(21)"By:":hi=100:n$="ROB":WINDOW#1,4,36,5,23:PAPER [63]
 1,3:CLS#1 [63]
20 SYMBOL 255,12,6,50,74,74,122,122,122:fl$=CHR$(255):SYMBOL [B2]
 254,85,127,99,54,52,28,8,8:SYMBOL 253,0,0,60,126,126,126,60 [B2]
,0:s$=CHR$(254):p$(1)=CHR$(231):p$(2)=CHR$(144):p$(3)=CHR$(2 [B2]
53) [B2]
30 tm=0:s=0:fl=10:LOCATE 12,25:PRINT USING"#####";hi:LOCATE [75]
24,25:PRINT n$:LOCATE#1,6,2:PEN#1,2:PRINT#1,"Press any key t [75]
o play.":WHILE INKEY$="":WEND:CLS#1:x=16:y=6 [75]
40 bx=0:a=1+s/150:FOR f=1 TO a:ax(f)=RND*31+1:NEXT:IF RND>0. [44]
9 THEN bx=RND*31+1 [44]
50 k=INKEY(47):IF k<>-1 AND x<33 THEN xx=1:s=s+1:fl=fl-0.1:S [2B]
OUND 1,40+fl*4,2 ELSE IF x>1 AND k=-1 THEN xx=-1 [2B]
60 LOCATE 1,x+xx,y:z$=COPYCHR$(#1):IF z$=fl$ THEN fl=fl+1:SO [14]
UND 1,50,10:SOUND 1,70,5:SOUND 1,60,5 ELSE IF z$=p$(1) OR z$ [14]
=p$(2) OR z$=p$(3) THEN FOR f=1 TO 10+s/10:MOVE (x+2)*16+RND [14]
*16,248+RND*8:DRAW 72+RND*496,36+RND*296:NEXT:GOTO 90 [14]
70 PEN#1,1:FOR f=1 TO a:LOCATE#1,ax(f),19:PRINT#1,p$(1+RND*3 [6E]
):NEXT:IF bx<>0 THEN LOCATE#1,bx,19:PRINT 1,fl$ [6E]
80 LOCATE#1,x,y:PRINT#1," ":LOCATE#1,32,20:PRINT#1,CHR$(13): [88]
x=x+xx:PEN#1,2:CALL &BD19:LOCATE#1,x,y:PRINT#1,s$:CALL &BD19 [88]
:xx=0:yy=0:LOCATE 10,3:PRINT USING"#####";s:IF fl<0 THEN 90 [88]
ELSE LOCATE 27,3:PRINT STRING$(fl,143);STRING$(1+(10-fl),32) [88]
:GOTO 40 [88]
90 SOUND 1,1000,100,10,0,0,31:LOCATE 10,11:PRINT" G A M E [6E]
O V E R ":CLEAR INPUT:WHILE INKEY$="":WEND:CLS#1:IF s>hi THE [6E]
N LOCATE 12,13:PRINT"Congratulations":hi=s:LOCATE 12,15:INPU [6E]
T"Name";n$:n$=LEFT$(n$,13):GOTO 30 ELSE 30 [6E]
```

DESIGNER

By Ernest Derry

This excellent aid to character designing could not be more easy.All you need to do, is map out your desired character, using the cursor and COPY keys, then press E to end your routine.Now, the proggie will list out exactly what you need to type into your program to access the character. Simple and very, very handy.

```
10 REM Character Designer By E.F.Derry
20 MODE 1:INK 0,1:INK 1,26:INK 2,0:DIM num(8):p=1:PEN 1:FOR
y=1 TO 8:FOR x=1 TO 8:LOCATE x+16,y+6:PRINT CHR$(233):NEXT x
:NEXT y:LOCATE 9,22:PRINT"[COPY] TO PLOT - [E] TO END":LOCAT
E 9,23:PRINT"CURSOR KEYS TO MOVE POINTER"
30 PEN 3:ox=1:oy=1:x=1:y=1:LOCATE x+16,y+6:PRINT"+":p=1
40 IF INKEY(8)=0 THEN x=x-1 ELSE IF INKEY(1)=0 THEN x=x+1 EL
SE IF INKEY(0)=0 THEN y=y-1 ELSE IF INKEY(2)=0 THEN y=y+1 EL
SE IF INKEY(9)=0 THEN z=1 ELSE IF INKEY(58)=0 THEN e=1
50 IF x=0 THEN x=1 ELSE IF x=9 THEN x=8 ELSE IF y=0 THEN y=1
 ELSE IF y=9 THEN y=8
60 IF z=1 THEN z=0:FOR n=1 TO 200:NEXT:IF p=1 THEN p=2 ELSE
p=1
70 IF ox=x AND oy=y THEN 80 ELSE PEN p:LOCATE ox+16,oy+6:PRI
NT CHR$(233):w=26-(y+6):vx=(x+16)*16-6:vy=w*16-6:p=TEST(vx,v
y):PEN p:LOCATE x+16,y+6:PEN 3:PRINT "+":ox=x:oy=y
80 IF e=0 THEN 40 ELSE PEN p:LOCATE x+16,y+6:PRINT CHR$(233)
90 FOR y=7 TO 14:a=0:FOR x=24 TO 17 STEP-1:a=a+1:vx=x*16-6:w
=26-y:vy=w*16-6:t=TEST(vx,vy):IF t=1 THEN r=0:GOTO 100 ELSE
IF a=1 THEN r=1 ELSE r=2^(a-1)
100 num(y-6)=num(y-6)+r:NEXT x:NEXT y:CLS:PEN 1:LOCATE 16,10
:PRINT"The SYMBOL command is":LOCATE 2,13:PRINT"SYMBOL 240";
:CLEAR INPUT:FOR n=1 TO 8:PRINT ",";num(n);:NEXT:PRINT:PRINT
:PRINT"Type in the above command and then type in PRINT CHR$
(240)":PRINT
```

DISC INLAY

By Neil Barratt

It's been done before, but you can't have too much of a good thing I say.Anyway, this little proggie allows you to print out six disc inlays on a sheet of A4 paper, with 9 entries allowed per side.Just follow the instructions and see how this can tidy up your lifestyle.

```
1 ' 3" Disc Inlay Printer
2 ' By Neil Barratt
3 ' Prints 6 labels on A4 Paper
4 ' 9 Entries allowed per side
5 ' Press ENTER/RETURN for blank entry
10 CLS:DIM discno(6):DIM sidea$(9,6):DIM sideb$(9,6):FOR disc=1 TO 6:INPUT "Disc Number";discno(disc):FOR
a=1 TO 9
20 PRINT "Program";a;"Title (27 characters max.) ";:INPUT sidea$(a,disc):length=LEN(sidea$(a,disc)):IF length>27
THEN GOTO 20
30 NEXT a:FOR b=1 TO 9
40 PRINT "Program";b;"Title (27 characters max.) ";:INPUT sideb$(b,disc):length=LEN(sideb$(b,disc)):IF length>27
THEN GOTO 40
50 NEXT b:NEXT disc
60 PRINT#8,STRING$(65,CHR$(95)):FOR a=1 TO 5 STEP 2:PRINT#8,"|";"Disc No";:PRINT#8,
USING"###";discno(a);:PRINT#8,STRING$(21,CHR$(32));:PRINT#8,"|";"Disc
No";:PRINT#8,USING"###";discno(a+1);:PRINT#8,STRING$(21,CHR$(32));"|"
70PRINT#8,"|";"Side 1";STRING$(8,CHR$(32));"FreeSpace=";STRING$(6,CHR$(32));"|";"Side 1";STRING$(7,CHR$
(32));"Free Space=";STRING$(7,CHR$(32));"|":FOR prog=1 TO 9:length=LEN(sidea$(prog,a))
:length1=LEN(sidea$(prog,a+1)):space=27-length
80 space1=27-length1:PRINT#8,"|";prog;".";sidea$(prog,a);space$(space);"|";prog;".";sidea$ (prog,a+1);
SPACE$(space1);"|":NEXT prog
90 PRINT#8,"|";"Side 2";STRING$(8,CHR$(32));"Free Space=";STRING$(6,CHR$(32));"|";"Side
2";STRING$(7,CHR$(32));"Free Space=";STRING$(7,CHR$(32));"|":FOR prog=1 TO 9:length=LEN
(sideb$(prog,a)):length1=LEN(sideb$(prog,a+1)):space=27-length:space1=27-length1
100 PRINT#8,"|";prog;".";sideb$(proga);SPACE$(space);"|";prog;".";sideb$(prog,a+1);SPACE$(space1);"|":NEXT
prog:PRINT#8,STRING$(65,CHR$(95)):NEXT a:PRINT#8:PRINT#8:PRINT#8
```



SKULL

By Robin Gilbert

Another clever game here from Mr Gilbert, which sees you frantically trying to avoid the oncoming skulls, by hiding behind the walls. Hide successfully, and the skulls will disintegrate, fail and you die.The easiest level is a doddle but, if you want a suicide mission, try out level 0 for a laugh.

```
1 ' S k u l l [71]
2 '------------ [72]
3 ' (C) Robin 'Pipeline Software' Gilbert, January 1992 [73]
4 ' [74]
10 MODE 1:INK 0,3:BORDER 3:INK 1,26:INK 2,6:INK 3,9:PAPER 0: [0C]
PEN 1:CLS:WINDOW#1,4,36,2,21:PAPER#1,3:CLS#1:a$="SKULL":FOR  [0C]
f=1 TO 5:LOCATE 2,f*2:PRINT MID$(a$,f,1):LOCATE 38,f*2:PRINT [0C]
 MID$(a$,f,1):NEXT:DIM sx(20),sy(20),msx(20),msy(20) [0C]
20 SYMBOL 255,60,126,90,126,60,36,60,24:s$=CHR$(255):m$=CHR$ [82]
(249):w$=CHR$(233):LOCATE 4,24:INPUT"Select Difficulty 0-9 ( [82]
9=easy): ",d:IF d<0 OR d>9 THEN 20 ELSE CLS#1:FOR f=1 TO 1+d [82]
:LOCATE 4+RND*30,2+RND*19:PRINT STRING$(1+RND*2,w$):NEXT:h=0 [82]
:x=20:y=10 [82]
30 sk=8+(10-d):PEN 0:PAPER 3:FOR f=1 TO sk:sx(f)=INT(4+RND*3 [F5]
2):sy(f)=INT(2+RND*19):LOCATE sx(f),sy(f):PRINT s$:NEXT [F5]
40 FOR f=1 TO sk:PEN 2:LOCATE x,y:PRINT m$:xx=-1*(INKEY(1)<> [65]
 1 AND x<36)+(1*(INKEY(8)<>-1 AND x>4)):yy=1*(INKEY(0)<>-1 A [65]
ND y>2)-(1*(INKEY(2)<>-1 AND y<21)) [65]
50 PEN 0:IF sx(f)<>0 THEN r=RND+h/10:msx(f)=-1*(sx(f)<x AND  [E7]
r>0.1)+(1*(sx(f)>x AND r>0.1)):msy(f)=-1*(sy(f)<y AND r>0.1) [E7]
+(1*(sy(f)>y AND r>0.1)):LOCATE (sx(f)+msx(f)),(sy(f)+msy(f) [E7]
):z$=COPYCHR$(£0) [E7]
60 IF LEN(z$)=0 AND sx(f)<>0 THEN h=h+1:LOCATE sx(f),sy(f):P [CD]
RINT" ":sx(f)=0:SOUND 129,80,5:SOUND 1,50,5:GOTO 80 ELSE IF  [CD]
z$=m$ AND sx(f)<>0 THEN SOUND 129,500,100,15,0,0,31:GOTO 100 [CD]
70 IF ABS(msx(f))+ABS(msy(f))<>0 THEN LOCATE sx(f),sy(f):PRI [FB]
NT" ":sx(f)=sx(f)+msx(f):sy(f)=sy(f)+msy(f):LOCATE sx(f),sy( [FB]
f):PRINT s$ [FB]
80 msx(f)=0:msy(f)=0:IF h=sk THEN LOCATE 12,8:PRINT"Congratu [0B]
lations!":FOR f=1000 TO 50 STEP -25:SOUND 1,f,f/75:NEXT:GOTO [0B]
 100 ELSE IF ABS(xx)+ABS(yy)<>0 THEN LOCATE x,y:PRINT " ":x= [0B]
x+xx:y=y+yy:xx=0:yy=0 [0B]
90 PAPER 0:PEN 1:LOCATE 19,1:PRINT sk-h:PAPER 3:NEXT:GOTO 40 [46]
100 LOCATE 8,4:PRINT"Game over, press a key..":CLEAR INPUT:W [B2]
HILE INKEY$="":WEND:LOCATE 1,24:PAPER 0:PEN 1:PRINT STRING$( [B2]
38,32):GOTO 20 [B2]
```

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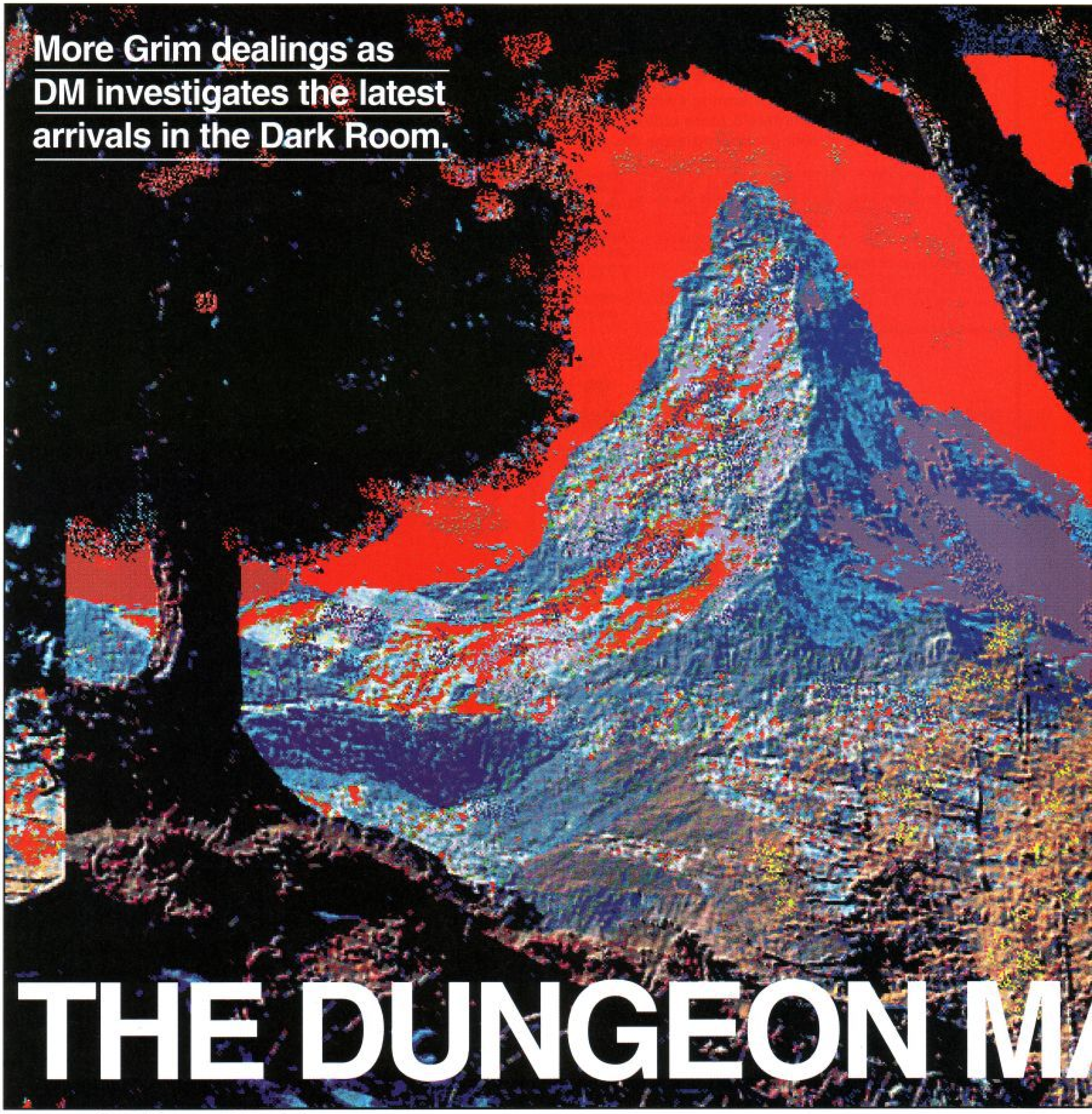
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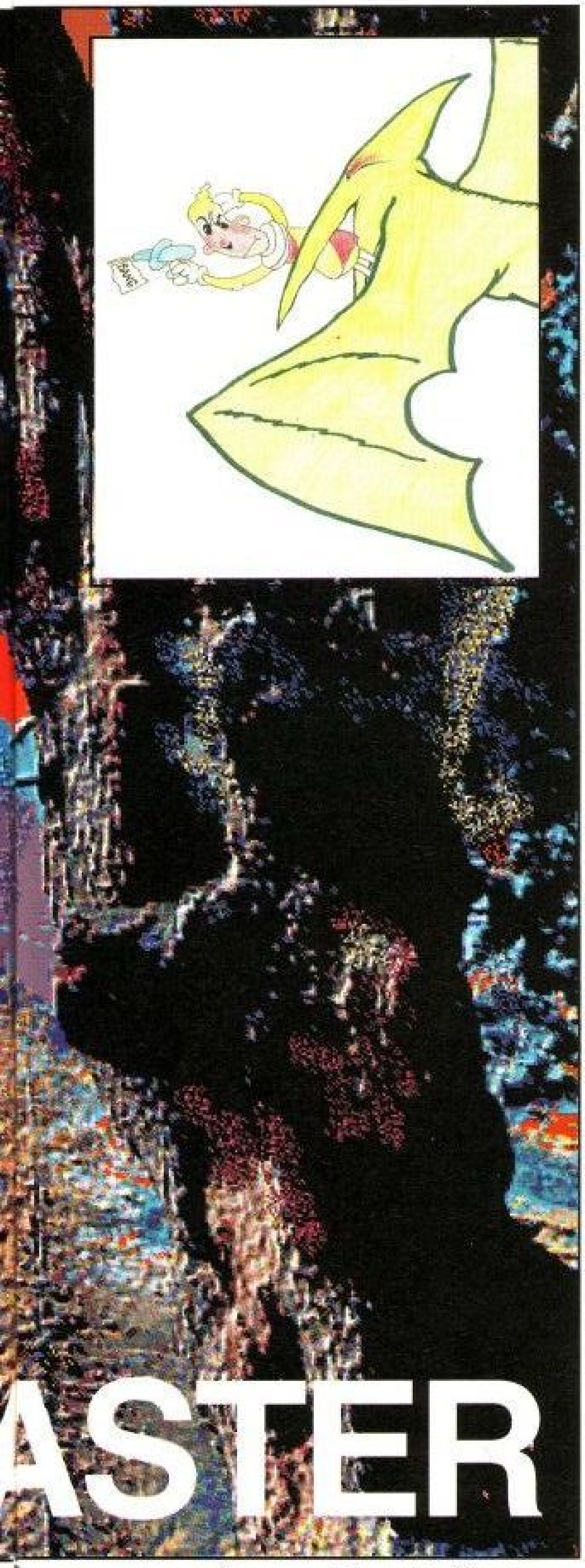
More Grim dealings as DM investigates the latest arrivals in the Dark Room.

THE DUNGEON MA

How often have you heard the saying that "Fact is stranger than fiction"? I have heard it many times too but had never before come across an example that accurately fitted the description. Now I have. It involves amongst others, a man by the name of Tony Collins who owns The Guild, an Amstrad adventure distributor and another man called John Wilson who owns Zenobi Software, a Spectrum adventure distributor. In the background are three adventure writers who called themselves Essential Myth until it became defunct.

Where it starts to get interesting is when I mention that Essential Myth wrote an adventure for the Spectrum called Dr JEKYLL and Mr HYDE. They then sold the Spectrum rights to this game to Zenobi who have carried on distributing it to the Spectrum market ever since. Now this is where the story really starts. As there was not (and Zenobi have no intention of producing) an Amstrad version of JEKYLL & HYDE, Tony Collins contacted Lee Hodgson (one of the trio from Essential Myth) and obtained permission to produce an Amstrad version of their game. The work was progressing nicely and I had been waiting for a finished version to review for you.

That will now not happen however, as Zenobi have stated that they own ALL the rights to this game and that no conversions can appear with out their permission. Furthermore, they refuse to grant any such per mission. Now fair enough, if Zenobi were going to do their own conversion then obviously they wouldn't want anybody else stealing their future sales. But they're not going to do any other



conversions apart from the Spectrum, so what is the possible harm to Zenobi in allowing a third party to gain sales from the other machine formats, which they themselves have no interest in supplying? As I said at the beginning, this sounds like a bit of fiction but sadly it is all true. If you would like to play Dr JEKYLL & Mr HYDE on the Amstrad, then all I can suggest is that you drop John Wilson a line and tell him so and then he might change his mind. His address is 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX.

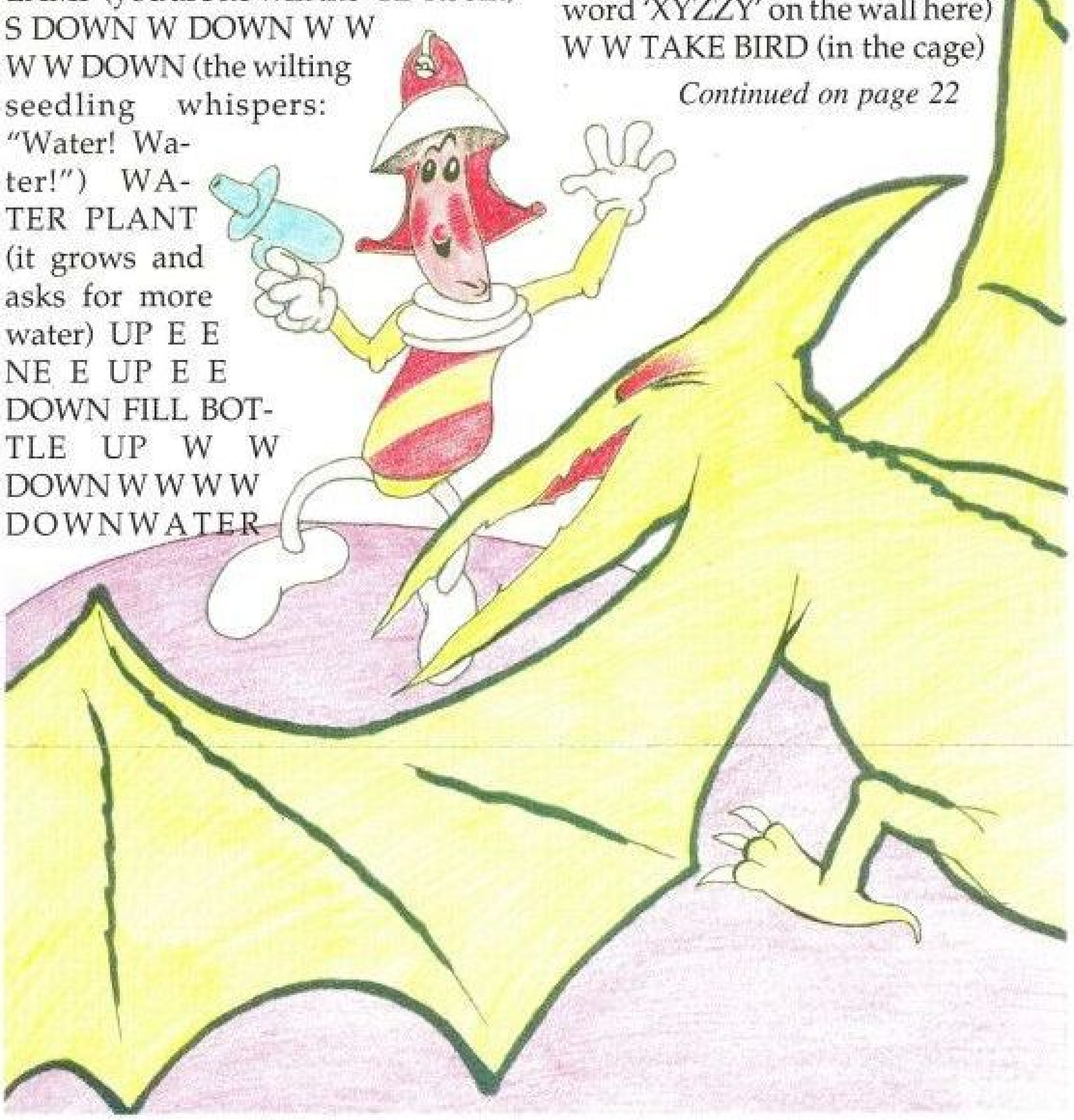
My Lamp Won't Work Department

As promised a few issues ago, here is the full solution to COLOSSAL ADVENTURE, including the tricky end game. This version by LEVEL 9, was based upon CLASSIC ADVENTURE, which was based upon COLOSSAL CAVES, which originated as simply ADVENTURE. I could also add that it has been copied and satirized several times and formed the basis of many other adventures - but I won't. I will say however, that I find it fascinating that the Grandfather of all adventures is still being played today and that the puzzles are still as fresh as ever. Enough of this reminiscing, on with the solution:

Start at the End of the Road. E DOWN TAKE COINS UP DROP COINS TAKE LAMP EXAMINE LAMP TAKE KEYS TAKE BOTTLE E S S S TAKE SANDWICHES EXAMINE SANDWICHES W FILL BOTTLE S EXAMINE GRATE OPEN GRATE (using the key.) It is now unlocked. N N N E SAY PLUGH ON LAMP (you are no win the 'Y2' Room) S DOWN W DOWN W W W W DOWN (the wilting seedling whispers: "Water! Water!") WATER PLANT (it grows and asks for more water) UP E E NE E UP E E DOWN FILL BOTTLE UP W W DOWN W W W W DOWNWATER PLANT (it now projects through an opening above you). UP E DOWN FILL BOTTLE (with oil this time) UP W DOWN CLIMB PLANT W (note the inscription on the West wall) N OIL GATE (it creaks open) DROP BOTTLE S TAKE EGGS S E UP E E NW (you may have to repeat this until it works, and you should now be in the Oriental Room) W SW N CROSS BRIDGE (a Huge Troll appears and demands payment) GIVE EGGS (you will retrieve them later) CROSS BRIDGE FEE FIE FOE FOO (these latter four inputs will return the eggs to where you first found them!).

NE E NE E TAKE SPICES W S DOWN DOWN IN FEED BEAR (with the sandwiches) OPEN CHAIN (using the keys) TAKE BEAR TAKE CHAIN OUT UP UP W W CROSS BRIDGE (the greedy Troll appears again!) THROW BEAR (it sees off the Troll!!) CROSS BRIDGE SW DOWN SE SE NE E UP E UP N OFF LAMP SAY PLUGH (you are now back in the Brick Building) DROP CHAIN DROP SPICES W S SS DOWN W TAKE CAGE ON LAMP W (note the word 'XYZZY' on the wall here) W W TAKE BIRD (in the cage)

Continued on page 22



W DOWN DOWN FREE BIRD (it sees off the snake!).

DROP CAGE S TAKE JEWELLERY N SW W KILL DRAGON YES (you kill the Dragon with your bare hands!) TAKE RUG E E N N OFF LAMP SAY PLUGH DROP JEWELLERY DROP RUG SAY PLUGH (back to the 'Y2' Room) SAY PLOVER (you are now in the Plover Room) NE TAKE PYRAMID S SAY PLOVER (back to the 'Y2' Room again) ON LAMP S TAKE BARS N OFF LAMP SAY PLUGH DROP PYRAMID DROP BARS SAY PLUGH ON LAMP S DOWN W DOWN W W W W DOWN CLIMB PLANT W (there's your eggs!) N N TAKE TRIDENT S S TAKE EGGS S E UP E E NE E N OPEN CLAM (a pearl rolls away out of sight!) S UP E UP N OFF LAMP SAY PLUGH DROP TRIDENT DROP EGGS.

SAY XYZZY (you are now in the Room of Debris) TAKE ROD W W W DOWN STAKE NUGGET N W WAVE ROD (a crystal bridge appears and spans thechasm!) DROP ROD W TAKE DIAMONDS E E DOWN N N OFF LAMP SAY PLUGH DROP DIAMONDS DROP NUGGET SAY PLUGH ON LAMP S DOWN W DOWN E TAKE GAZETTE E DROP GAZETTE S (repeat until you are back in the Ante Room) W W NW (repeat until you move to the Oriental Room) N W OFF LAMP DROP LAMP E TAKE EMERALD W TAKE LAMP ON LAMP NW S TAKE VASE SE NE E UP E UP N OFFLAMP SAY PLUGH DROP EMERALD [DON'T DROP THE VASE YET!!] SAY PLUGH ON LAMP S DOWN W DOWN W W E TAKE PILLOW W NE E UP E UP N OFF LAMP SAY PLUGH DROP PILLOW DROP VASE (it lands safely on the pillow). SAY PLUGH ON LAMP S DOWN W DOWN N DOWN DOWN TAKE PEARL UP UP S UP E UP S N S (repeat alternate North and South movements until an Elf appears.)

He is the Warrior who gave you the map to the Colossal Cavern. He then congratulates you and asks you to free his people) YES (the 'End game 'now materialises, and you are at one end of a Huge Room) N S (there 'sall sorts of bits and pieces here!) TAKE KEYS TAKE LAMP TAKE DYNAMITE ON LAMP N DROP DYNAMITE SW TAKE ROD BLAST (you kill most of the Evil Dwarfs and create a new exit to the West!). W W W UP UP UP UP UP E DOWN W W W WAVE ROD (the old bridge trick!!) W W W DOWN DOWN DOWN TAKE ELIXIR OFF LAMP DROP ROD TAKE PENTACLE UP UP UP E E E E E N (lots of skeletons are chained to the wall, here) DROP ELIXIR (all the skeletons return to life!!)

S W N OPEN CHAIN (to free the Elves) S S OPEN CHAIN (to free the remaining Elves) N W W W W LOCK DOOR UP UP UP UP E (a huge blast will now rock the Dungeon as cold water meets hot lava!!) N TAKE ORB E EDROP KEYS TAKE SCEPTRE S W W (the Spider stares at your pentacle!) W (it now follows you) UP UP UP THROW PENTACLE (the Spider follows it into space!!) ON LAMP DOWN DOWN DOWN E E E S TAKE CROWN W N UP UP W WW W W (you are now being gently swept along by the stream, your lamp remaining on!) UP (you are now on the edge of an underground reservoir) S S S E E UP E E E E E E UP.

FINAL MESSAGE "The Elves are waiting for you in a golden host surrounding their King. They cheer wildly as you emerge into the sunlight" (Score out of 1100 depends on how many times you 'SAVED' and if you used the coins to renew the lamp batteries or not!!).

There are several 'random' elements within this adventure, so it isnot possible to indicate EXACTLY where or when they occur. The best thing to do is follow the procedures, detailed in these preliminary notes, to deal with each problem as and when it arises.

(1) The first Dwarf you meet will throw an axe or small knife at you. It always misses the first time. Ignore the knife but get the axe. From then on, when you meet a Dwarf, throw the axe and take it again. One throw will usually suffice but you may have to repeat the action.

(2) When you have some treasures the Pirate will rob you. To retrieve them (also the chest, which is itself a necessary treasure) go to the West End of the Hall of Mists. Now follow these directions EXACTLY: S- E - S - S - S - N E - E - NW. You will now have found the chest containing your stolen treasure. Take the chest AND your stolen treasures and proceed EXACTLY as follows: SE - N - DOWN - E - E - SAYXYZZY. You are now back at the Small Brick Building. Deposit the chestand treasures and resume where you left off. The Pirate will not return.

(3) When you are told that the lamp is flickering, this is a warning that the batteries need replacing. Go back to the Small Brick Building and GET THE COINS. 'SAY PLUGH' and then 'ON LAMP' then proceed EXACTLY as follows: S - S - UP - W - W - W - W - W - S - E - E - CLIMB. You will now have found the Vending Machine and you should 'DROP COINS'. The machine will dispense new batteries and your lamp is automatically 'recharged'. Now proceed: N - UP - E - E - E - E - E - DOWN - N - N -OFF LAMP - SAY PLUGH. You are now back at the Small Brick Building. As the coins were a necessary treasure, this procedure will deduct TEN points from your final score! This solution cuts a few unnecessary corners out, and fully utilises ON/OFF LAMP and the magic words: PLUGH, PLOVER and XYZZY to reduce the chances of needing replacement batteries.

(4) The 'Endgame' will materialise when ALL treasures have been collected and shortly after you are informed that the 'Caves are closing'.

(5) Finally, each time you 'SAVE' your position, ONE point is deducted from your score.

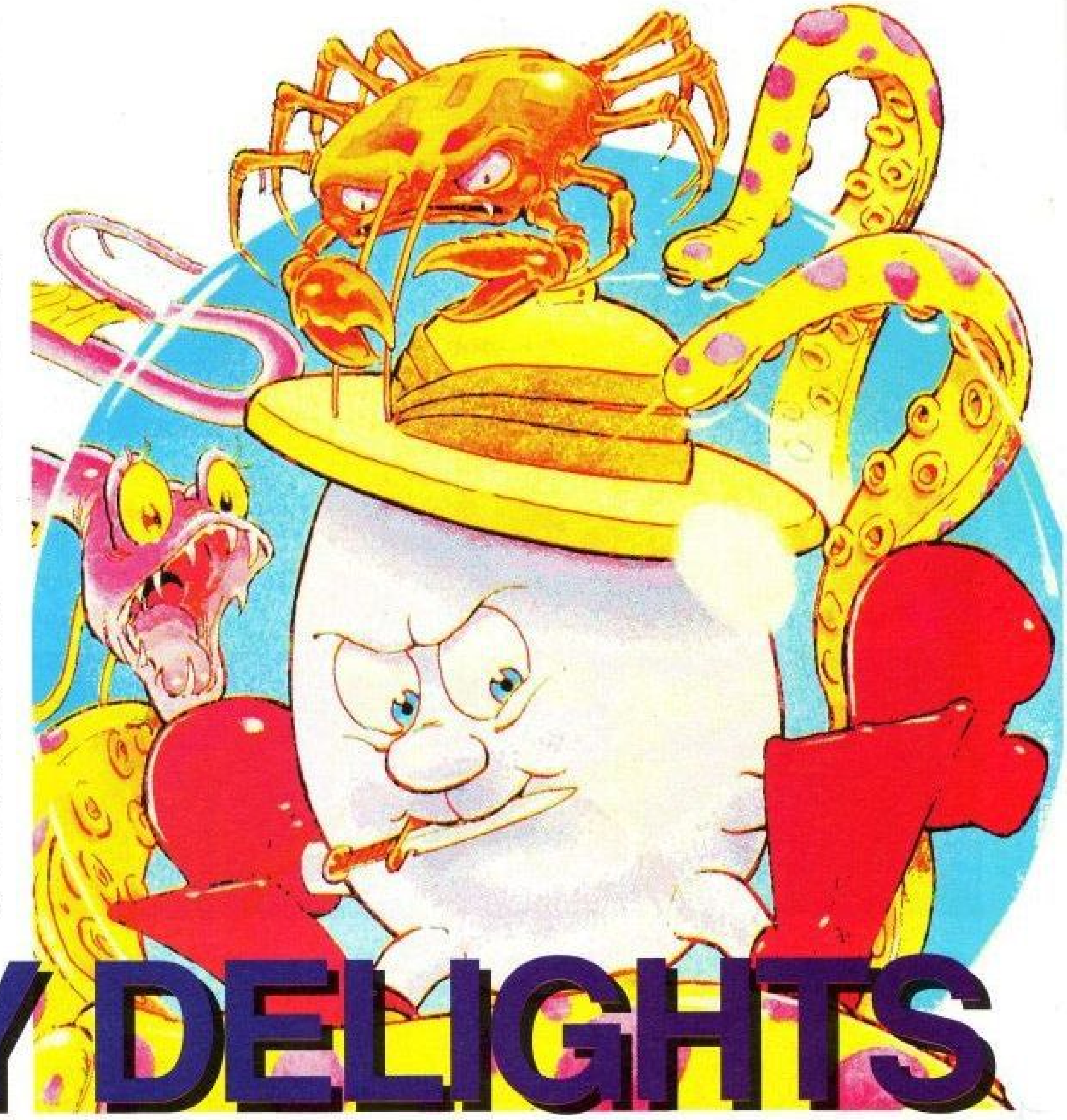
And so, with a fond tear in my eye for being reminded of many happy hours spent battling with the above game and with aching fingers from so much typing, I will bid you farewell until next month. Happy adventuring.

Please send all correspondence, hints, complaints, money, etc to:- The Dungeon Master. C/o Amstrad Computer User, Sunnyside Cottage, Carluddon, St Austell, Cornwall PL26 8TY.

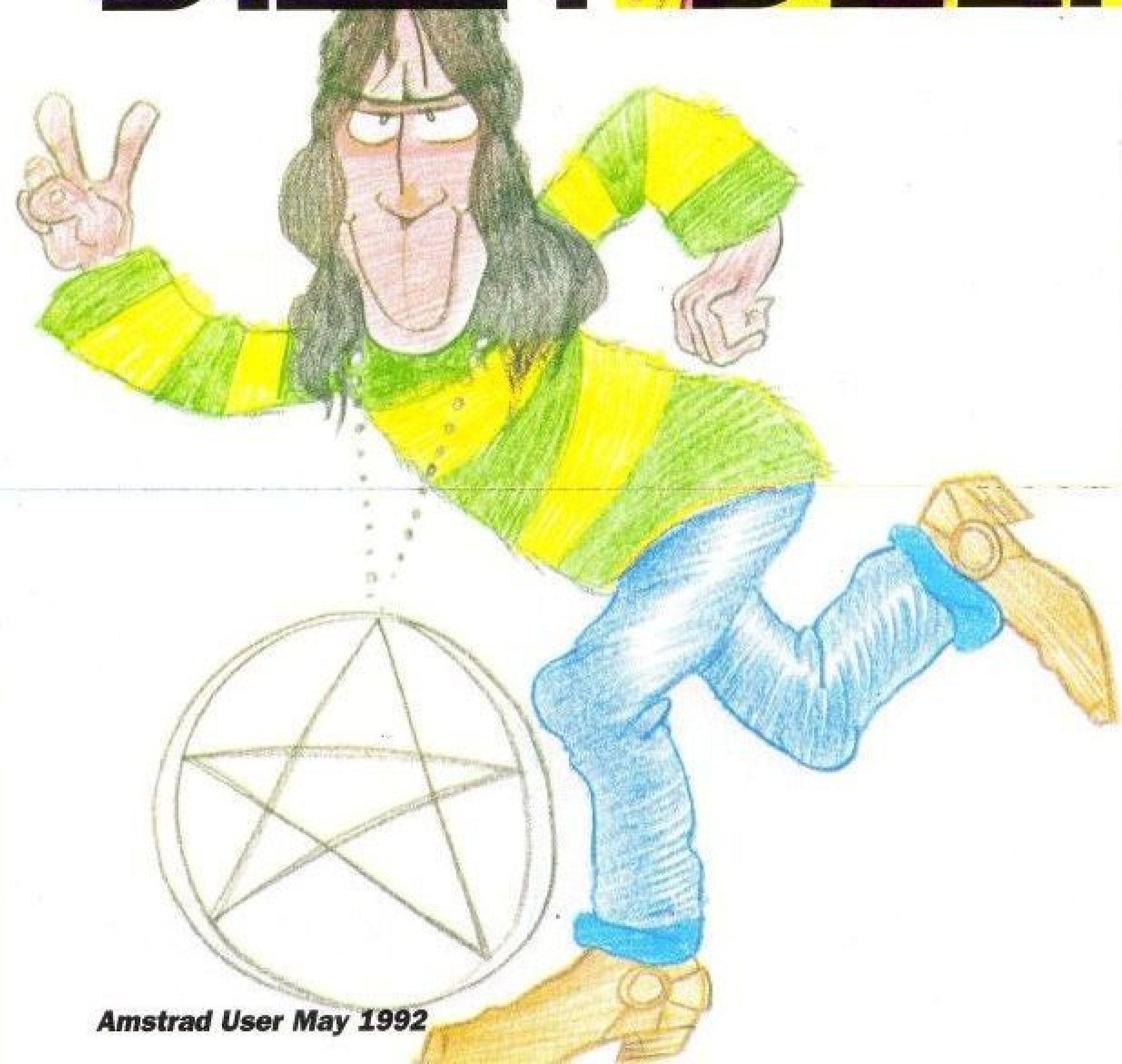
Ah, 'tis good to see that Summer is a-coming again. Here's to the long, warm evenings, sitting outside your favourite tippling spot, watching the last of the sun's rays disappear into the bottom of your beer-mug. That is, of course, if you happen to live in the West Indies.

For the rest of us, here's to looking out of your back window, watching the water level inch higher with each passing raindrop. Funnily enough, I heard a meteorologist (good word that) saying the other day that, due to changes in the Ozone layer and all that, we are due for some particularly wet summers for a while. Strange, eh? I thought that was the norm!

Oh well, enough of that. As long as my office and my Arnold don't get waterlogged, I'll be happy. Right, now to business. This month especially for all you Dizzy freaks, and I know that there are literally thousands of you out there judging by the pleas I get in my mailbag every month, we are going to be giving out the ultimate in playing tips for Prince of the Yolk Folk.



DIZZY DELIGHTS



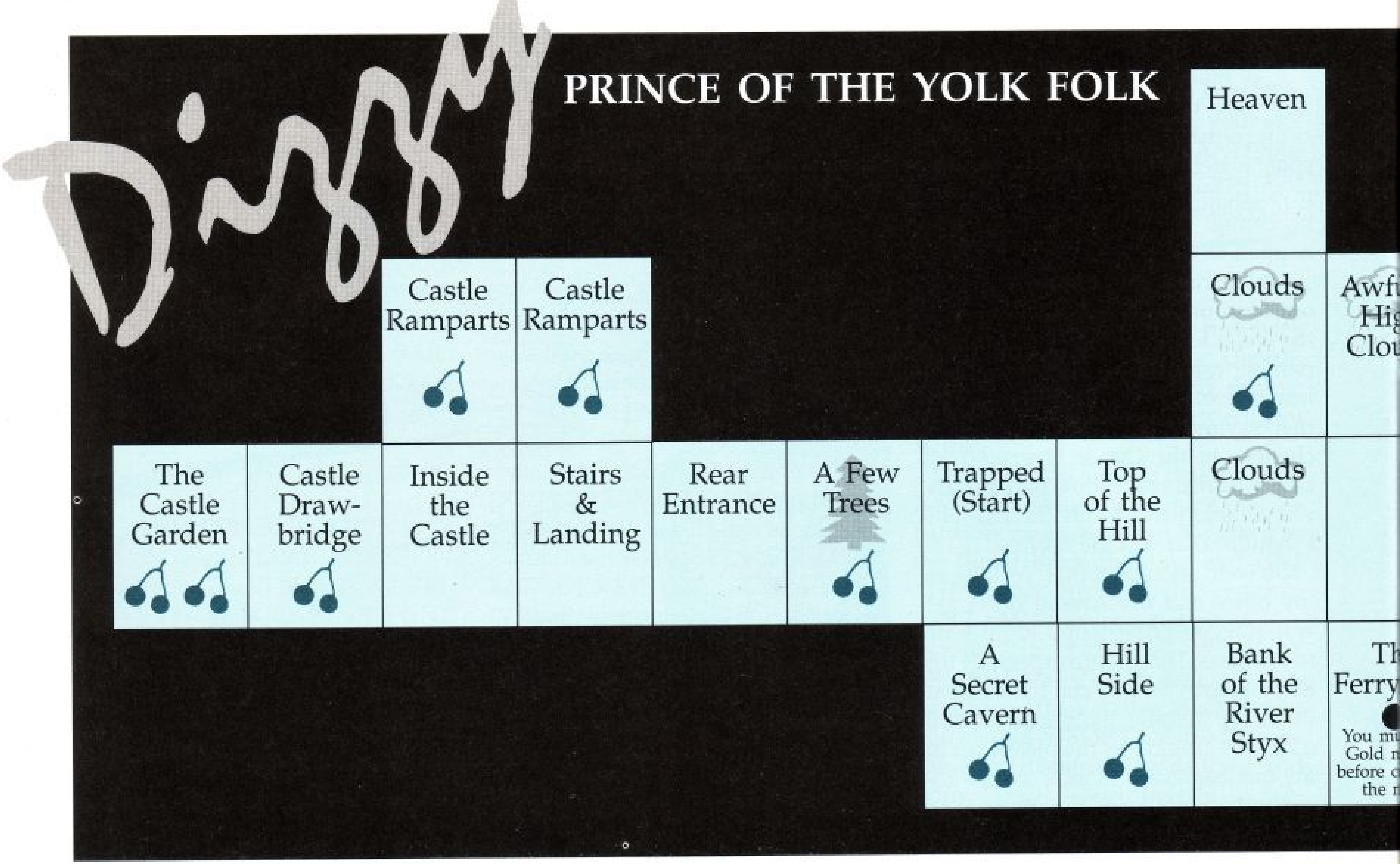
This month sees the revenge of Dizzy, as Mr Hacker sees you through the entire YolkFolk blast, with a little help from his friends

If any of you still can't complete the game after this little lot, then there must be something seriously wrong somewhere.

To kick off, get your laughing gear around this little lot which forms a complete guide around the game. Follow it to the letter and you'll have completed the game, almost.

L=Go Left a room
R=Go Right a room

Continued Overleaf



U=Go Up a room
D=Go Down a room.

Get matches.Get leaves.Get jug of water.Go to the door.Drop the leaves.Drop the matches.Drop the jug of water.L, speak to Jester but don't get the magic carpet.L, pick up pick-axe.R, jump up.R,R,R.Jump onto cloud, jump onto next cloud.Get the bridge kit then get back to first cloud.D, drop pick-axe by rocks.L,U,pick up the gold nugget.D,R,R, jump onto boat to get across River Styx.Ferryman will take the gold nugget.R,U,jump onto ledge.Drop bridge kit.Jump right onto cloud.Jump onto lower cloud and walk off to the right(I will abbreviate this method by giving the instructions R,R,D from the ledge).Get harp.L, jump onto ledge.L,U,U,L, jump over clouds into heaven. Talk to St.Peter.Give St.Peter the harp. Get cheese. Jump right onto cloud.Walk off to the left and fall down to the fluffy cloud below.Jump left.U,L,talk to lion. Get cage. R,D,R,R,R. Drop cage by Pogie the Fluffle. Drop Cheese. Get cage. L,L,L,U,L,L,L,L. Drop cage by Rockwort the Troll.L, jump onto ledge. Jump right. Get outboard motor. L,L,U,R. Get Key. L,D,R,R,R,R, R,R,D,R,R. Give motor to ferryman. Get scythe. R,U, Jump onto ledge. R,R,D.Drop scythe by thorns.R, Get bugle. Jump left. L,U,R,R,R,U. Drop key by door. D,jump left over stone blocks.L,L,L.Get tweezers.Walk off tower.L,L,L,L,L,U,L.Drop tweezers on lion.Get thorn.L,L.Drop bugle on Jester.R,R,R,D,R,R,R,U,R,R,D,R,jump up.L,U,R,R,R.Jump up.L, drop thorn on floor.R,jump down,L.Evil Dizzy will be destroyed when it walks over the thorn.Get Spanner.L,L,D,R.Jump down.L,L,L,L,L,L,U,L,L,L.Get jokebook.L,L,jump up.L,L,drop spanner. R,R,jump down.L,L,L,speak to Princess.Drop jokebook on Princess.Get flag.R,R,R,,jump up.L,U, jump up.Drop flag by pole.Speak to Jester.Speak to King.D,R,jump down. R,R,R,R,R,D,R,R,R,U,R,R,D,R,jump up.L,U,R,R,R,U,kiss Daisy until she wakes up.

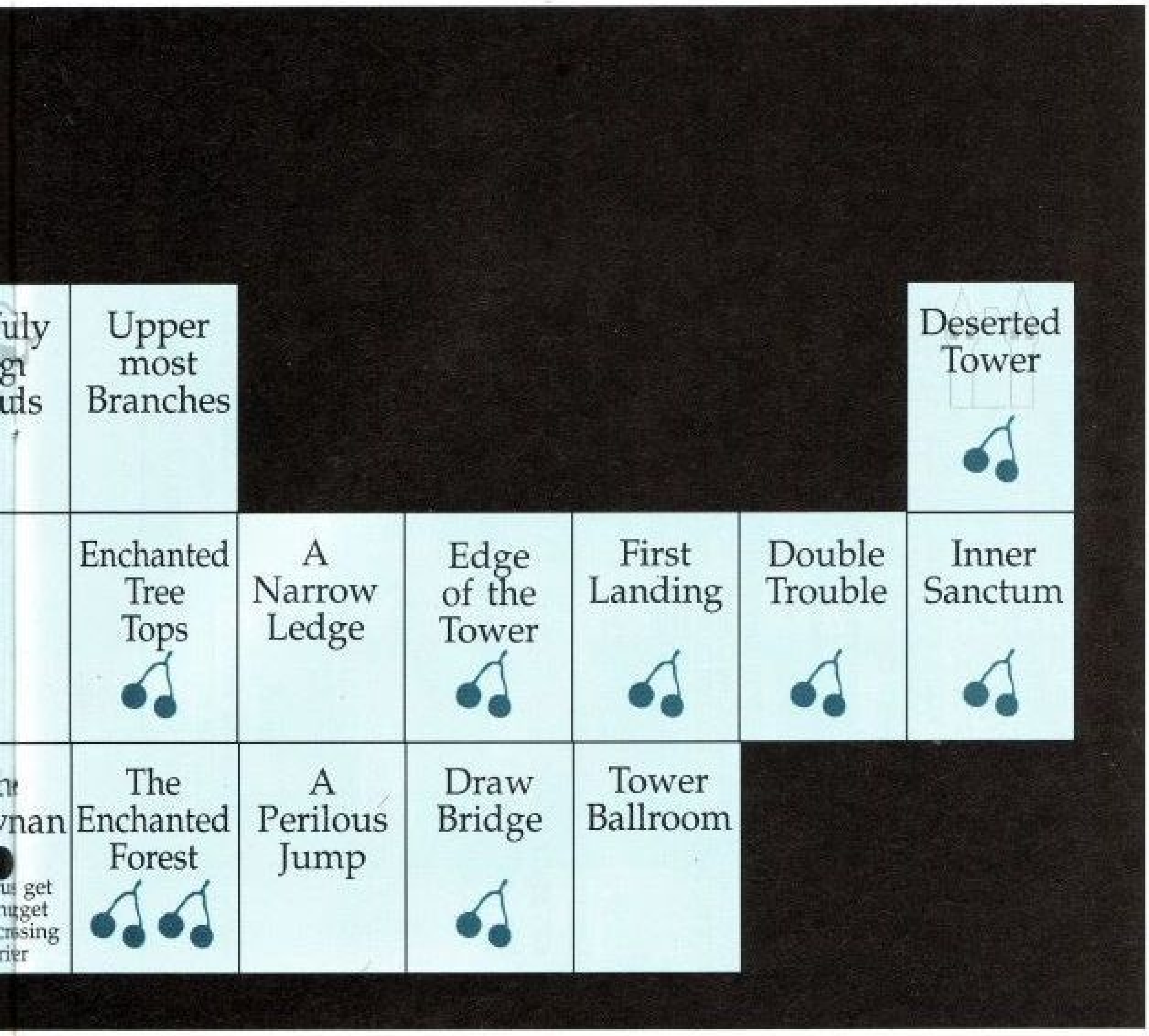
Phew! Have you got all that? I'm telling you, that is pretty comprehensive and should see you right through from start to finish. However, if you get that far and find you still haven't received the chequered flag, then you probably haven't been keeping your eyes open and collecting all of the cherries.

Never fear! There are 20 cherries in all and, although many of them are in pretty straightforward places, some are more difficult to find. For those of you who have not worked out all of the hiding places yet here they are, in glorious monochrome: (See table.)

That, as they say, is that. My thanks go out to Daniel Prest, of Brentwood in Essex, who slaved over a hot CPC for many moons to bring all of this to your attention. Well done Daniel, I'll see if I can't get a little something in the post for your troubles.

To cap it all, why not cast your beady eyes over the visual experience of Dizzy, Prince of the Yolk Folk. Natalie Sayers, of Erith in Kent, is the proud cartographer of this little beauty, which not only displays the layout of all of the rooms, but also gives a pretty fair indication of where the cherries are to be found.

I suppose we ought to send apologies to the Codies after all this, seeing



as we have rather spoiled the suspense of the game. But, after all, that's what hacking and cheating is all about, what?

Before we leave the subject of Dizzy well alone for another month, try pressing C on the opening screen of Spellbound Dizzy for a little look at the Cheat Mode. You never know, it may prove to be very helpful in solving those awful conundrums.

Oh, and by the way, apologies to the Codies again, but if you hold down the keys D R A G O N on the title screen of Little Puff, you'll get infinite lives.

That's enough of that. I've had a little note from a certain Jim K of Hayes, Middlesex, who has kindly supplied a couple of multiface pokes for Continental Circus. They are as follows:

2763	00	For infinite retries
0B83	00	For infinite time.

Thanks Jim. In the same letter, was a plea for help on Chuckie Egg II asking, in particular, for an infinite lives cheat. Well, I will certainly cast around and see if I cant come up with anything. However, in the mean time, if anyone out there knows of such a cheat, I know one person who would be glad to get his hands on it.

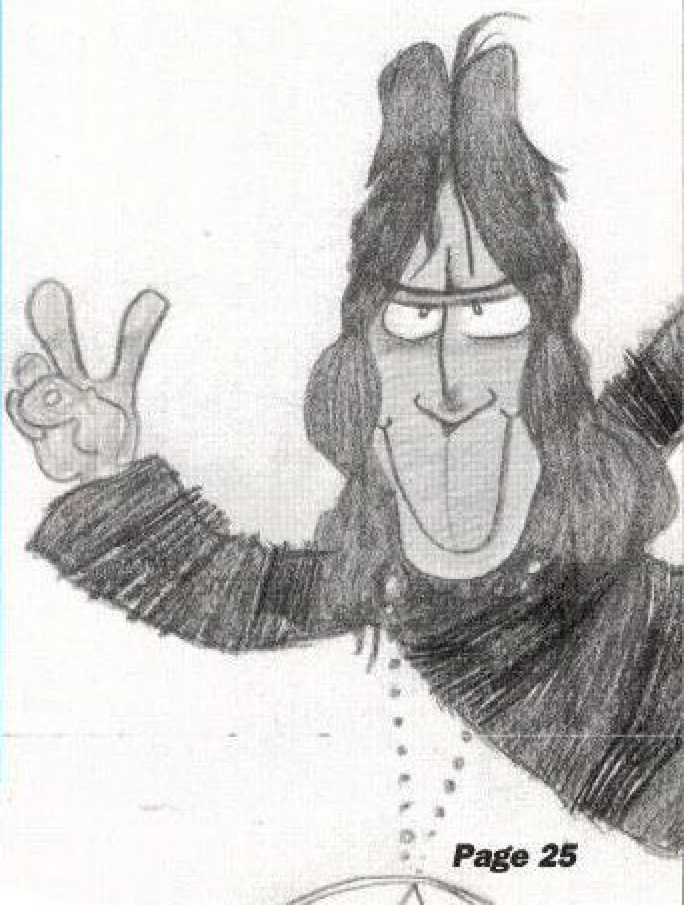
Anyone who can help should write to me at the usual address, and I'll make sure that it gets printed.

Well, that's about it for this month. What I will say, though, is that if you are a Cybernoid fan, then you would be best advised to tune into next month's issue, where a certain Niall Brady's totally redesigned Level One poke will be on proud display. Fair enough?

As we end this little outing, I will leave you with the thought for today, which is, if Typhoo put the T in Britain, who on Earth left the Zebra in my coffee percolator?

Answers on a postcard please, as I'm determined to catch the blighter. See you next month.

Above the dungeon in TRAPPED
By the torch in A FEW TREES
Behind the small cage in TOP OF THE HILL
Near the gold nugget in TOP OF THE HILL
By the rocks in HILLSIDE
Under a railing in THE ENCHANTED FOREST
Under Pogie the Fluffle in THE ENCHANTED FOREST
Under a railing in ENCHANTED TREETOPS
By some stone blocks in EDGE OF THE TOWER
On the cloud in FLUFFY CLOUD
On the rampart in CASTLE RAMPARTS
On the stairs in CASTLE RAMPARTS
In the bushes in TOWER DRAWBRIDGE
Beneath a roof tile in FIRST LANDING
Behind a strange mechanism in INNER SANCTUM
By the wall in THE DESERTED TOWER
Behind the greasy spanner in DOUBLE TROUBLE
Under a clump of grass in CASTLE DRAWBRIDGE
Under a clump of grass in THE CASTLE GARDENS
Under a stone block in THE CASTLE GARDENS



Put on your protective clothing and join in as the ACU crew plays with the dynamite of TNT 2, goes a-leaping on the platforms of Rainbow Islands and joins Super Seymour in the latest Codies' outing.

BOMB ALLEY

TNT 2

A real blast and a half





RAINBOW ISLANDS

A real cute jumpy-jumpy

SUPER SEYMOUR

Puzzles a-plenty for your perusal



PLUS

Ninja 2, Multimixx 4, Switchblade, 3D Pool and much, much more in your biggest and best CPC games outing. "It's really very good!" – Richard Clayderman (No relation).

TOP 20

1 (1) WWF Wrestlemania – Ocean
2 (6) Dizzy's excellent adventure – Code Masters
3 (NE) Bubble Dizzy – Code Masters
4 (3) Robocop – Hit Squad
5 (2) New Zealand Story – Hit Squad
6 (NE) Rainbow Islands – Hit Squad
7 (14) Double Dragon 2 – Tronix
8 (17) Altered Beast – Hit Squad
9 (12) Dragon Ninja – Hit Squad
10 (11) Bubble Bobble – Hit Squad
11 (18) Chase HQ – Hit Squad
12 (7) Magic Land Dizzy – Code Masters
13 (8) Quattro Skills – Code Masters
14 (2) The Simpsons – Ocean
15 (NE) Batman – The Movie – Hit Squad
16 (NE) 4 Game Pack – Atlantis
17 (13) Dizzy Panic – Code Masters
18 (NE) Ghouls and Ghosts – Kixx
19 (NE) Power Drift – Hit Squad
20 (10) Moonwalker – Kixx

Last month's position in brackets

SUPER SEYMOUR

Get jumping if you want to help Seymour save the Planet!

This is yet another example of the old games adage, that the simplest is the best. The gameplay itself is a doddle to get the hang of but if you actually want to succeed, you'll have to be very, very good.

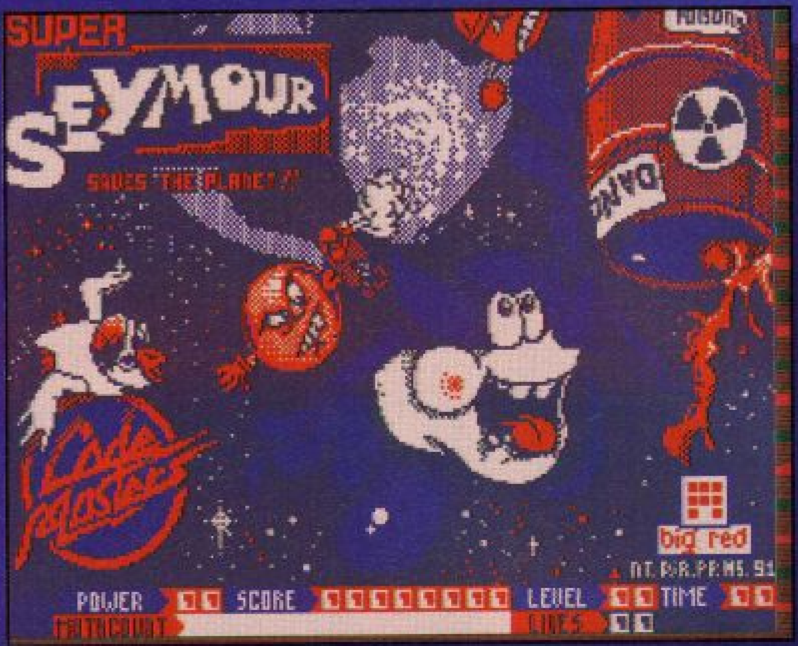
On top of that, Seymour Saves the Planet has to be one of the most addictive new games on the market at the moment. The aim of the game? Simplicity itself. All you have to do is jump around the screen, collecting the various flashing items in the correct order.

To earn the highest scores, be sure to watch the items carefully, be they barrels, boxes, crates, or whatever. Sometimes the flashing order will be quite straightforward. However, on other levels, be prepared for some quick changes of direction.

Collect all of the items in the correct sequence and you will earn increasing bonus point for your efforts. Go out of sequence and you'll get nowt until you get back to the correct path.

To make matters that little bit more devilish, your progress is set against the clock which means that if you don't make it to the next object within the set time limit, it will explode, leaving you to start your bonus path afresh.

Controlling Seymour is pretty easy, once you learn how to direct the super-jumps and once you've worked out your technique, you can pretty well clear a screen in a flash. Well, you could if it wasn't for the obnoxious baddies, whose sole task is to stop you in your tracks.



There are all manner of ugly beasties to contend with as you progress, ranging from things that resemble Zebedee from The Magic Roundabout, to hamburgers and some very ornate flying haggises!

Dealing with the first of these is fairly easy. All you have to do is jump on them and then proceed to crush them into the dust. Quite a pleasing occupation it is too. As for the hamburgers, well these can be pretty flighty beggars. Watch their movements carefully and make sure you don't get trapped in their path, otherwise it's curtains for you. Time your jump to perfection and you can crush these as well. As for the haggises just hit them and run for your life before they explode.

Each monster arrives in accordance with the Mutacounter at the bottom of the screen so, if you want to clear up your level and earn extra time points, be sure to grab all of the objects before more beasts arrive.



Super Seymour is a belter of a game. Totally addictive and great fun to play. If you are after something a little bit different, make sure this one is on your list.

Jim Johnson



ROUND-UP			
NAME	Super Seymour		
FROM	Code Masters	PRICE	£3.99
88%	80%	78%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT

RAINBOW ISLANDS

Can you help Bub and Bob to get through the mazes of the Islands?



It's about time this one made it on to the budget shelves as it is just about the ultimate in platform games. Simple, addictive and a joy to play, you just can't beat it in the fun stakes.

The basic aim of the game is to make it to the top of each increasingly difficult level before the water level rises and engulfs you.

There are seven different islands in all, ranging from the creepy crawlies of Insect Island, through Combat Island, Monster Island, Toy Island, Doh's Island, Robot Island and, finally, the mythological beasts of Dragon Island.

However, as well as tackling everything that the baddies can throw at you, you must also confront the big bad guardian at the end of each level. Destroy him and you can proceed. Fail and you must start all over again.

Your only weapon to help you past the baddies is the ability to throw rainbows. Don't be alarmed though, as these can have pretty devastating effects, quite apart from being useful to your progress.

First and foremost, standing on top of your rainbow makes higher platforms much more accessible, speeding up your journey and keeping you away from the rising water level.

As you confront the baddies, throwing a rainbow at them will instantly destroy them. Some of these enemies will leave behind valuable goodies under your rainbow, so jump on top of it to break it and collect the booty.

Breaking a rainbow will also send it crashing to the floor, crushing anything underneath it. Good news on the later levels. Along the way, there are all manner of items to collect. To do this, simply walk into them or hit them with a rainbow. Hidden objects can also be found by running a rainbow along the ground, so keep your eyes peeled at all times for a likely spot.



This also goes for the many hidden rooms in the game. Each level has one, so hunt around and make sure you get all of the goodies available to you.

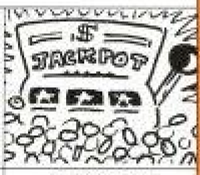
On top of the normal booty there are also special items which will help you progress more easily. The magic shoes will speed you up no end, while the red and yellow potions will add to your rainbow count and the speed with which you can throw them.

At all times in this fast paced outing, keep your eyes on the water level and, when the Hurry message appears, get to the top as quickly as you can, to avoid drowning.

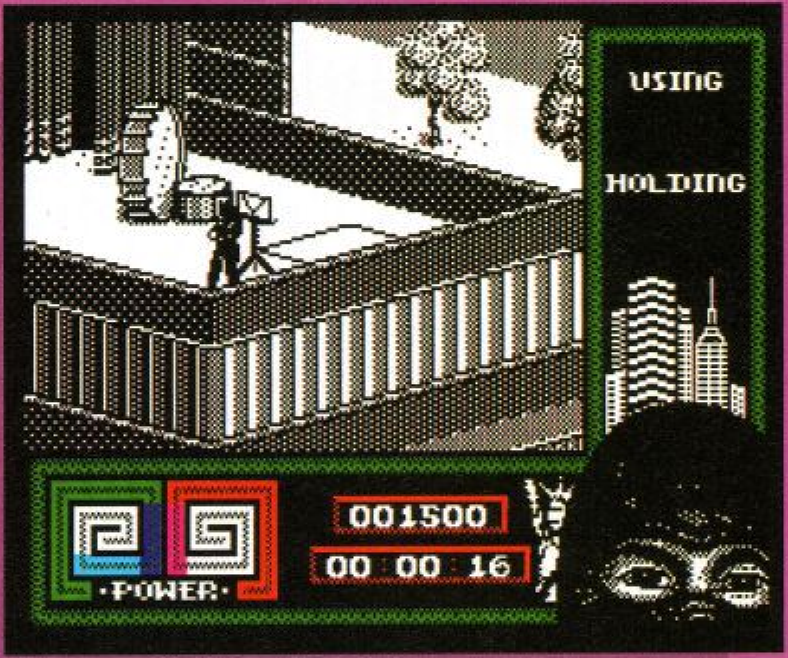
If you haven't treated yourself to this one yet, I advise you to do so now. The graphics are bright and colourful, the sound effects are neat and, overall, this is one game that'll hook you from the very start.

Jim Johnson



ROUND-UP			
NAME	Rainbow Islands		
FROM	The Hit Squad	PRICE	£3.99 Cassette only
88%	84%	89%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT





LAST NINJA 2

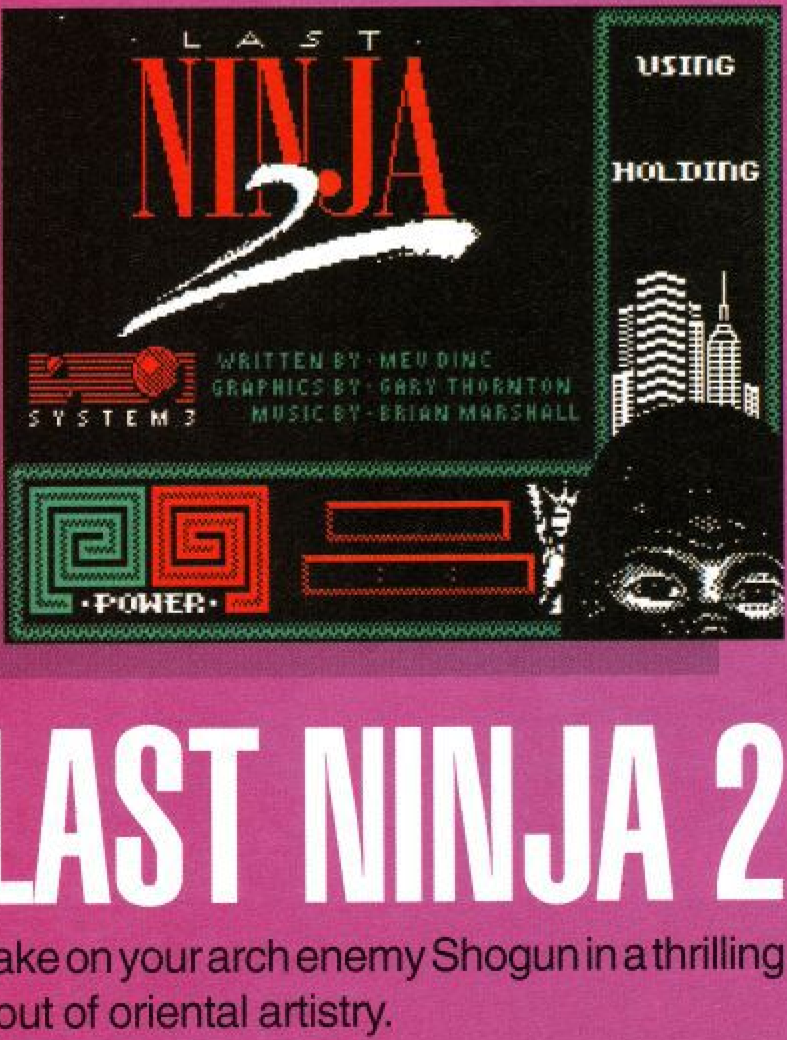
Take on your arch enemy Shogun in a thrilling bout of oriental artistry.

Your fists and your feet are your only weapons as you enter the fray on the bandstand in New York's Central Park.Do you know how to use them?If you've read the manual on this little offering, then you should have a fair idea.If you haven't, I suggest that you do.

It isn't that the moves are that difficult, it's just that there are quite a few of them and, seeing that the bad guys are particularly uncompromising in Last Ninja 2, your best bet would be to meet them on equal footing, if you want to stand a chance at success.

Starting off, your first task is to find your way off of the bandstand.Ok, so the trapdoor looks inviting, but how do you open it?Well a quick trip behind the curtain might be advantageous.Here you'll meet your first opponent, and he ain't no slouch either, so work out your moves in advance, decide whether you're going to kick or punch him to death, then go to work.

Each of the successively difficult levels contains a host of puzzles and conundrums for you to solve.Finding keys is the first problem but, after that, be sure to hunt around in every location in order to find extra weaponry, maps, food and credits.



However, don't take too long on your search, or you could find your opponents regaining their senses and wanting to have another bash at you.

The aim of the game is to work your way through the city streets, sewers, on to the Opium Factory, through the office block and, finally, to Shogun's secret defeat, where you must confront your enemy in a final confrontation.

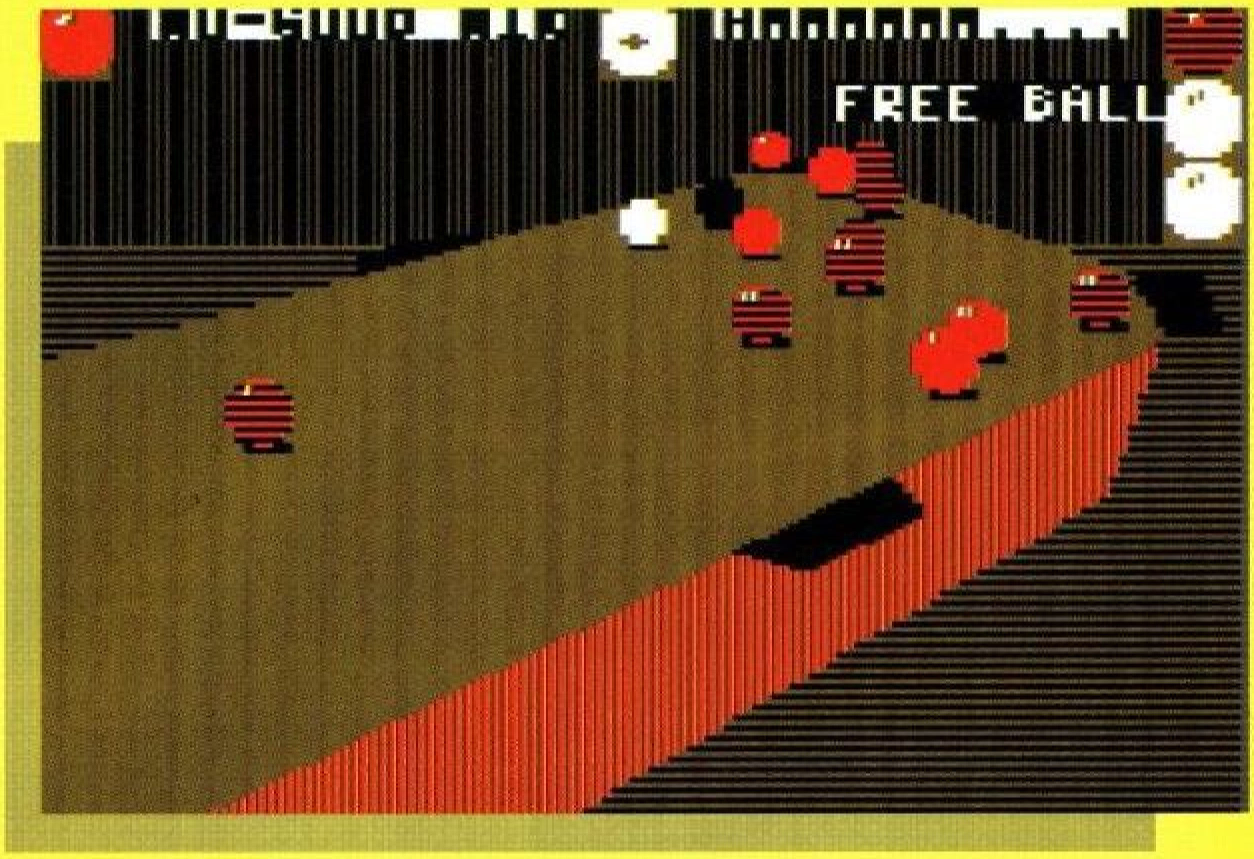
To get there, you'll need all of your wits about you.Watch out for traps and obstacles at every corner and, if you find one you don't seem to be able to overcome, don't forget the old somersault routine. This is extremely handy, helping you to dodge unwanted attention as well as leaping over sticky patches.Master it and it could save your bacon on more than one occasion.

Remember at all times that Last Ninja 2 is designed for three dimensional play, so be careful when you move in for atack, as you could find yourself punching thin air, while your opponent gets in a few free shots at your expense.

All in all, Last Ninja 2 is a cleverly designed offering, giving hours of nailbiting tension as you try to defeat the shogun's hordes.One thing though, this one is a multi-load, so don't forget to keep the cassette in while you play.I know lots of you will turn the page after this revelation but, if you have the patience, Last Ninja 2 is certainly a rewarding game, and well worth the wait for the separate levels.

John Taylor

ROUND-UP			
NAME	Last Ninja 2		
FROM	The Hit Squad	PRICE	£3.99 Cassette only
78%	79%	78%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT





3D POOL

It's a whole new ballgame! Test out your cue skills to the limit.

This one's been knocking around for a fair while, but now that it's out on the budget label, it means that even more of you can have a crack at it.

From the very moment you start playing, this is a simulator with a difference.Instead of getting a cue action, all you see is an excellent 3D representation of the pool table, balls and all.Have a read through the manual and you'll see that playing the game isn't half as difficult as it looks.In fact, it's almost a doddle.

I say almost, because you never know quite where the balls are going to finish up after a shot, unless you're a pro, that is.

First things first and, if I were you, I'd try out the demo and practice modes first.Here, you can get a birds eye view of all the moves, as well as your potential opponents who are making them.

With a host of options at your fingertips, you can select any opponent to practice against, apart from the Supreme Champ Maltese Joe, of course. Playing the game itself, you enter a tournament in the quarter final stages, taking on a computer opponent, or a friend, in a best of three frames play-off.Win that and you progress to the semis.

If you have mastered the actions, you may even get through to the best of five qualifying final.However, it doesn't stop there, as Maltese Joe awaits the winner for a head to head play-off, for the ultimate championship trophy.

All you need to do to get the high breaks, is line up the white ball with the ball you want to hit, using the joystick to gain the correct angle.After that, it's up to you to select any swerve and the position where you want to hit the cue ball.If all goes well, your colour should shoot down the pocket.If not, then your turn is over.

Take care not to give away too many foul shots, as your opponents are usually pretty good, and try to think about where the white is going to end up, just in case you miss your shot.

All in all, this is pretty good stuff, particularly when you add the trick shot section on the end as well.Here, you must take on all manner of challenges, with an editor option to boot, giving you the chance to set up your own devilish tricks.

A good read through the manual is advisable before you go off creating but, that said, the rules are fairly easy to pick up.If you like a good game of Pool, then you are certainly going to like this offering.Well put together and featuring plenty of hidden extras, 3D Pool should keep you busy for hours.

Jim Johnson

ROUND-UP			
NAME	3D Pool		
FROM	Kixx	PRICE	£3.99 Cassette only
89%	N/A	89%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT



QUATTRO FIGHTERS

Another gruesome foursome from the Codies' stable hits the streets.

Here we go with yet another classic four-in-one blast from those masters of the budget market, Code Masters.This time the theme is combat so, if you are a little on the squeamish side, stay well clear of this bash.



First up is the epic SAS Combat offering, which sees you bombarding through four different battle areas, taking out the evil enemy leaders as you go. Well, not just the leaders, but their whole armies as well.

This is definitely not for the faint-hearted, as you race against enemy troops, mercenaries, commandos, paratroopers and a whole host of obstacles to reach your goal.

Armed with just your machine gun and a limited supply of grenades, be sure to pick up fresh supplies as you go in this rough, tough action blast.

Next up is Mig 29, which sees you taking on bombers, ships, tanks and just about everything else in a race to be lord of the skies.Featuring realistic take off and landing sequences, this is one high-speed thrill you won't want to miss out on, especially as your finger is on the nuclear trigger.Hot stuff!

For those of you who like that little something different, how about taking up a Turbo Chopper for a spin. Piloting the latest in Vietnam war weaponry, use your heat-seeking missiles and guided bombs well, to take out anything that looks remotely hostile.

This is real pulse racing stuff from the very start and, seeing as there are over 25 mega-battles to take part in, there is certainly no chance of getting bored.This one will keep you on your toes at all times and, on top of that, it's great fun too.

Last, but by no means least, is the excellent Guardian Angel blast, in which you, as the hero, must take to the streets and clear them of villainous scum.

Set in downtown Manhattan, the thugs are out to stop your little game, so be on the lookout at all times.Just to make things even nastier, some of these thugs are armed with flick-knives, baseball bats, iron bars and even chain saws.

Think you're quick enough to take them all on?You'd better be, as you are the only hope of the honest, god-fearing citizens, so go out and do your worst.

So, what do we have here?Yet another blistering compilation of codies' favourites for your delectation. Each of the games is brilliantly crafted, and each offers its own particular brand of blasting and beating.

In other words, if you like a bit of mindless violence on your small screen from time to time, then you'd be silly to miss out on this one.

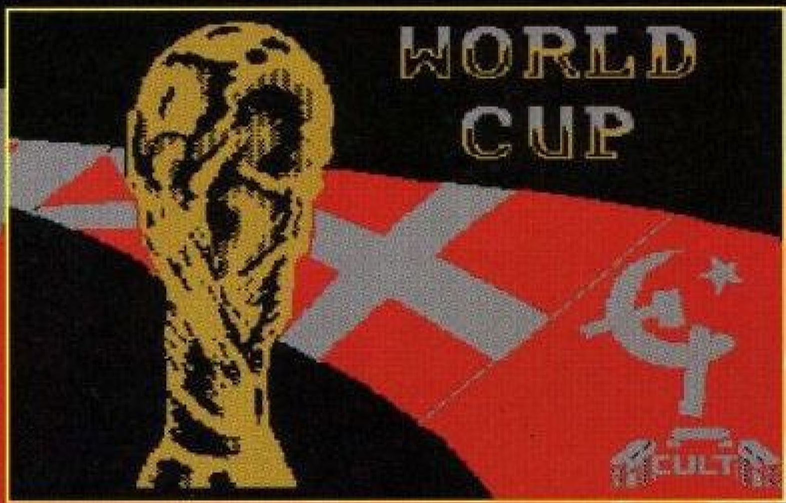
John Taylor



ROUND-UP

NAME	Quattro Fighters		
FROM	Code Masters	PRICE	£3.99 cassette only
89%	88%	92%	(thumbs up)
GRAFFIX	SONIX	PLAYABILITY	VERDICT

WORLD CUP



Is it late, or is it early? Who cares, you can't beat a bit of footie management.

I don't care what anybody says, I still think it's a bit silly to have the next World Cup in America, where they don't even know the rules of footie properly, and want to split each game up into four quarters, to fit in the adverts!

Besides that, all the matches are going to be played at unearthly hours of the day, so that most of us will only be able to watch videos and highlights of the important matches.

Ah well, what can you do? I'll tell you, you get hold of this smart little outing from D&H Games and play the World Cup for yourself, in the comfort of your own room, at whatever hour of the day you choose.

Running this little proggie gives you the choice to manage any one of the top teams in the World, with the chance to take them all the way to the top. However, things aren't as easy as all that, as you'd expect from a management game.

Picking the team is your first nightmare. Then you've got the training and fitness of your players to worry about, let alone the morale.

Check out which group you have been selected to play in, then take time out to investigate the teams you are going to have to face on the way to the final.

To start with, your team is going to be pretty happy, just to be in the event. However, if you don't field the right team and you start off on a losing streak, things are going to get pretty tough in the changing rooms.

Use your scout wisely to check on any particular tactics that need to be taken care of, then look very carefully through your squad to pick what you think is gooing to be your best team against each individual opponent.

If you make the right choices at the beginning, you should find yourself emerging from the qualifiers with flying colours. However, from here on in, things start getting tougher.

As with all footie management games, World Cup Football is all about maintaining a careful balancing act between your players and your finances. To be a good manager, you need to be able to keep your eyes on all aspects of the game, at all times. Basically, to succeed you will need all of your wits about you all of the time.

When you make the right decisions, the results are certainly rewarding, whilst making the wrong ones will simply make you want to get down and start over again. remember, if at first you don't succeed...

There's plenty to do in this well conceived offering and, if you like strategy games, then this one has to be a must.

John Taylor

ROUND-UP

NAME	World Cup		
FROM	D&H Games	PRICE	£3.99 Cassette only
82%	N/A	88%	(verdict: thumbs up)
GRAFFIX	SONIX	PLAYABILITY	VERDICT

TNT 2

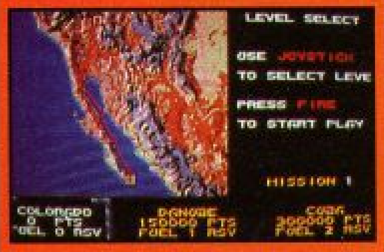
Explosive software at its level best. Are you brave enough to take it on?

The blast is out!Five storming offerings on one big collection that'll blow your mind if you're not careful.

Kicking off, the first outing is the future shock of Hydra, set in a terrorist infested future world, where only one man can get those all-important parcels delivered on time-You! Using the codename of Hydra, you must control your turbocharged Hydracraft through 31 levels, split up into nine incredible missions.To complete each mission, you must make sure that your valuable cargo gets delivered, be it mutant virus strains or nasty doomsday devices.



HYDRA



As you power down the different waterways, you must destroy all rogue craft in your way, using your special homing missiles, flamethrowers, Uzi cannons and bombs.Sounds easy, but it ain't.

If you happen to get bombed out, then the nasty Shadow will be the first to pick up your cargo so, the first thing you must do on the restart, is get the shadow and recover your goods as quick as you can.Every third level, you get to enter the bonus round in the Hydradome.Do well here and you can earn plenty of cash to buy more gear.As you proceed, don't forget to use your handy Anti-grav booster to get you out of trouble.

All in all, a brilliantly crafted game that'll hook you straight off, and well worth inclusion in this compilation.

Next up is the swashbuckling adventure of Skull and Crossbones.As a one or two player blast, this is a real gem, as you take on the roles of One Eye and Red Dog through eight increasingly difficult levels to retrieve your booty from the Evil sorcerer.

Taking on the evil henchmen along the way, your task is to pick up as much treasure, coins and jewels as you can.Basically, the more you pick up, the stronger you get, making your progress much easier.Fail to pick anything up and you'll soon begin to lose strength and fade away.

Keep your eyes peeled for the skulls and crossbones, as these mark the hiding places of treasures.Simply move over them and press space to find them. Rewards for your efforts come in the form of rum, grapes and other goodies to keep you healthy.However, make sure you take care at the end of each level, as you must take on the guardian to win the prize treasure of that domain.And, no sooner have you won that, when your partner turns on you and tries to win it for himself!Bad sportsmanship, what?But guaranteed to create needle between friends. At the end of the day, if you are good enough, you will make it through to the final head-to-head with the sorcerer, where some fierce fighting may win you more wealth than you've ever dreamt of before.Good luck and don't miss this excellent offering. Escape from the Planet of the Robot Monsters is next on the list, which also features a superb two player option.Taking on the roles of Jake or Duke, your mission is to rescue Professor Sarah Bellum and free the hostages before they are turned into Robo-Zombies.Nasty stuff! Progressing through the factories and warehouses of Planet X, you must destroy the Reptilons guarding the hostages and destroy the computers to get your hands on enhanced firepower.



ROBOT MONSTERS

Turning on the Port-o-Matics will help you to move around the different levels of the factories and, when you shoot some baddies, be sure to pick up the crystals they leave behind for even more blasting power.

Every three levels, you will come up against a particularly nasty Reptilon, who will need serious attention before it can be destroyed.Save your bombs and be careful with your ammo if you want to have enough to deal with the big guys.

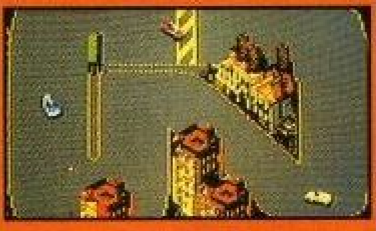
To rescue the hostages, simply walk into them and they will be transported back to your mother ship.The more you save, the bigger the bonus you get at the end of each factory level.

This is one rough and tumble game that'll break you out in sweat from the very start.As a one player outing it is great fun but, with two, it is much, much better.Great graphics and superbly styled, don't miss this one.

For racing freaks, how about an outing on the eight unique tracks of Badlands.Again, for one or two players, this is a race to the death, with only the winners surviving to race again another day.

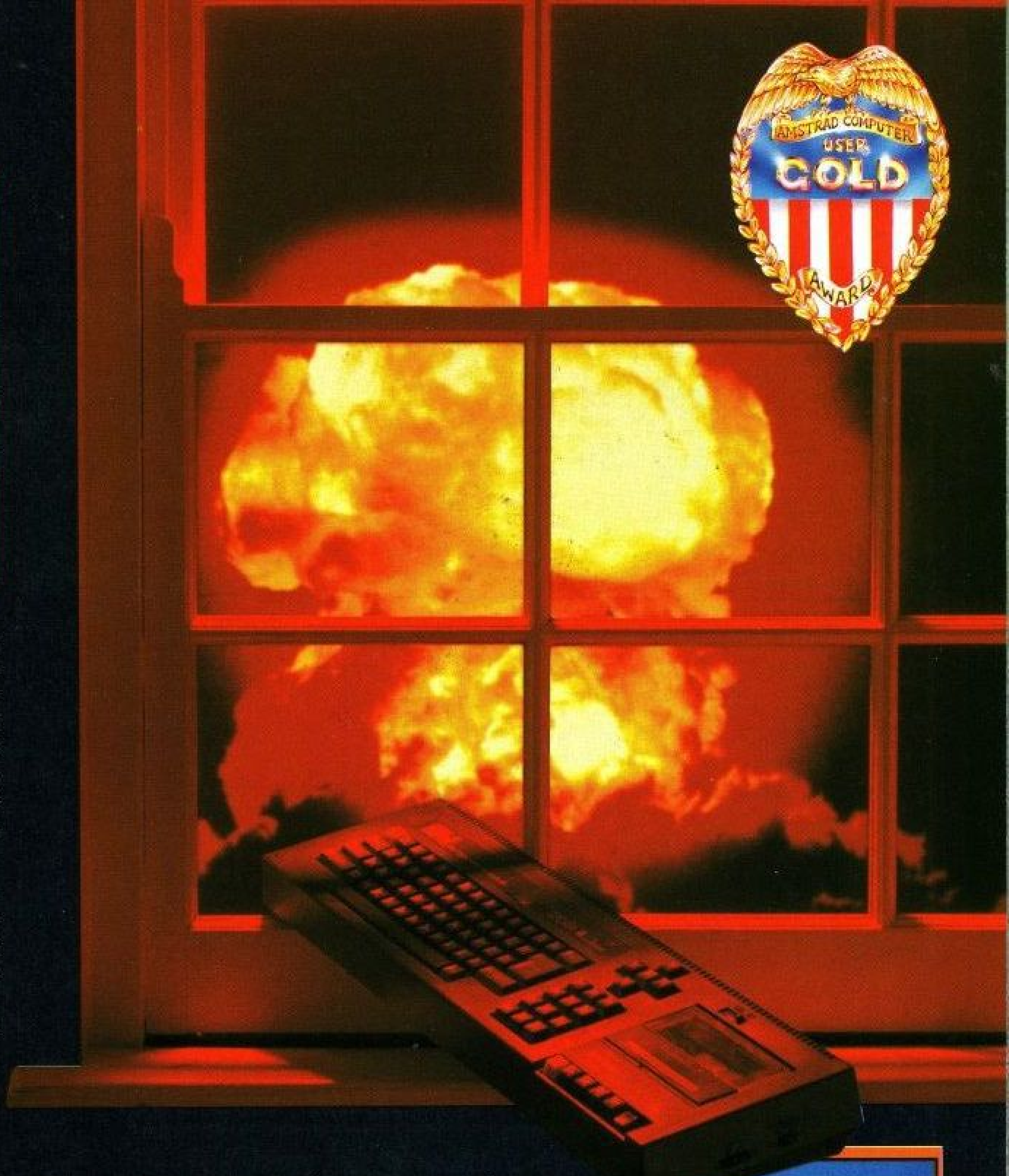


SKULL & CROSSBONES



BADLANDS





The aim of the game is to drive as fast as you can, picking up spanners along the way, to continue in the next round. Failure to finish means instant disqualification, while finishing behind a drone car will automatically lose you a credit.

If you collect enough spanners, you can customise your car between races, making it even harder for the others to get near you.

Using your missiles, you can not only take out the opposition, but you can even alter the landscape if you like a little wanton destruction, and why not?

As each of the tracks gets progressively harder as you advance, this is one challenge that will take some time to master. It may not look too exciting at the beginning but, once the action hots up, and especially if two players are driving at the same time, the tension certainly mounts up, making this an excellent offering for both racing and shootie fans.

Last up on this excellent collection is the high speed challenge of the Spread Tunnel Underground Network Runner, or STUN Runner for short.

This one is all about flying hell for leather down the twisting tunnels, avoiding obstacles and enemy craft, to complete the incredible 24 levels to the finish line.

Following the line of green stars in the tunnel will indicate the fastest route and, if you collect enough of them, you can earn some very handy Shockwaves, which destroy everything in their path when used.

Arm yourself and be prepared to meet some very nasty obstacles to your progress. The Trains will simply block your path, while the Flyers will try to bomb you out of existence. All of the bad guys need to be shot or avoided if you want to succeed.

Don't forget though, that you are racing against the clock as well. Fail to finish a level within the specified time, and it's back to the beginning again.

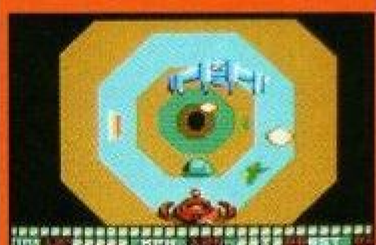
Again, not a bad outing, although it does get a trifle repetitive after a while. Having said that, it makes up an excellent member of the overall compilation.

Each of the games are well thought out and fun to play, which has to be important. If you're looking for extended playing power at great value for money, then you won't go far wrong with this one.

Jim Johnson



STUN RUNNER



ROUND-UP			
NAME	TNT 2		
FROM	Domark	PRICE	Disc £19.99 Cassette £15.99
86%	82%	88%	TNT
GRAFFIX	SONIX	PLAYABILITY	VERDICT

TOYOTA CELICA GT

Rally action at its level best. Can you keep your head at the corners?

If you've never tried this gem before, you won't know just what a tough cookie it is. Just like the real thing, this isn't about taking the family car out for a burn-up on the motorways. This is about rough and tumble action on some of the fiercest rally courses in Europe. If you want to stand a chance, you'll have to be very, very good. Otherwise you'll just end up as an also-ran.

Before you start racing, checking out the options menus is a must. To start with, make sure that all of the options are set to the easiest setting, otherwise the novices amongst you won't stand a chance.

Pick the self-centring steering option, automatic geer changes and low sensitivity to start with, then try out a practice course to see how well you handle.

These tracks will be located either in England, Finland or Mexico, so you can imagine the differences in driving conditions already. Make your choice and blast off.

If everything seems to be handling ok, then see about getting yourself involved in a season, or even try changing the settings to see which suits you best.

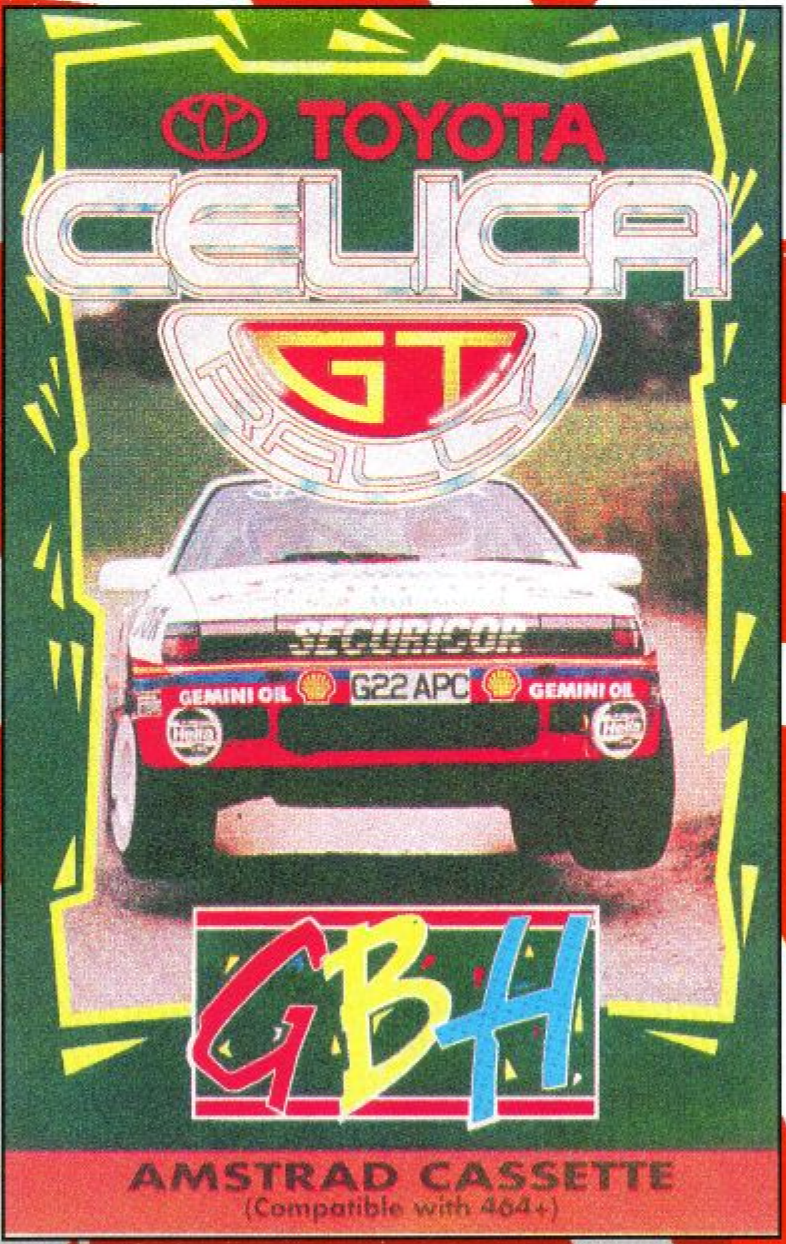
Preparing for a season's drive is all-important. Each of the courses features an automatic co-driver function, but this is merely functional and, if you want to have any chance of making all of the tight bends and direction changes, your best bet is to scout out the route in advance, leaving cryptic messages for yourself at vital points, to remind you of what action to take.

Once this is done, taking on the course presents slightly less of a problem than tackling it blind, though you'll still have to be quick to make it within the correct time limit.

Toyota Celica is full of options, to make the game as interesting as possible. You certainly won't crack the top ranks first time out but, with perseverence and skill, you should begin to make a name for yourself before too long. With the save and load options included, you can leave off and return to your best season whenever you like, which has to be good news.





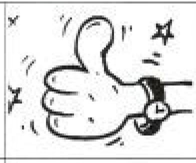


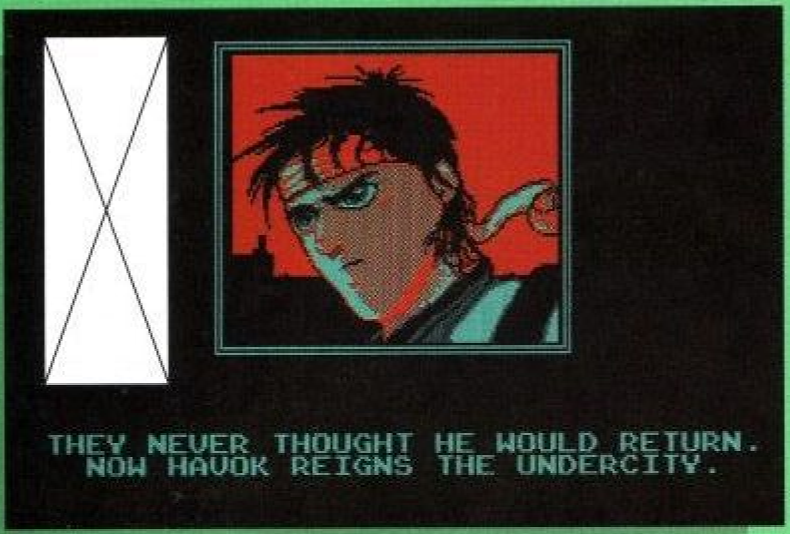
If by any chance, you do succeed very swiftly, then this game has even got something for smartypants, in the form of reverse steering.

Once you have completed the course with normal steering, why not try changing it around, so that when you turn to the left, you actually go right and vice versa. This may sound a doddle but, if you've ever tried riding one of those trick bicycles, you'll know what a nightmare this is.

All in all, Toyota Celica offers great value for money. There's a whole lot of rallying to be had in this gem and you certainly won't be able to put it down in a hurry. The graphics may be a little monotone but the gameplay more than makes up for that.

John Taylor

ROUND-UP			
NAME	Toyota Celica		
FROM	GBH	PRICE	£3.99
68%	67%	83%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT



SWITCHBLADE

Only you can avenge the death of the Bladeknights. Only you can face the terror of Havok.

Havok has returned! After 10,000 years of peaceful existence, the innocent inhabitants of the Undercity on the planet Thraxx, including the mighty Bladeknights, have been swept away by the hideous nightmare force of the evil Havok.

During the horrific battle, the ancient symbol of the Bladeknight's power, the Fireblade, is shattered and only one man survives to witness the horror of the onslaught.

That man is you, Hiro, last of the Bladeknights, whose task it is to go out into the Undercity, collecting the shattered shards of the Blade, to avenge the death of your people.

Phew! That all sounds a bit epic, don't you think? Well, to be fair, the gameplay is pretty epic as well. Armed with your superpowered Cyber arm, you must explore all of the rooms and corridors of the Undercity, carefully tracing the last resting places of the sixteen pieces of the Fireblade.

Of course, you can't expect things to be easy, so keep your eyes peeled at all times for the horrible mutations that Havok calls his army.

Mansnakes, Kobras, Flamehogs, Scorpoids, Reptilons and Crestheds; these are just a few of the nightmare beasts you must face on the hunt for the sword.

All of them are capable of delivering death in nasty doses but you aren't totally unarmed yourself. There are various power-ups to be found on your route, including darts, spinblades and the ferocious Scorchball. Use your weapons wisely, and time your shots using the power metre, to get the best results.

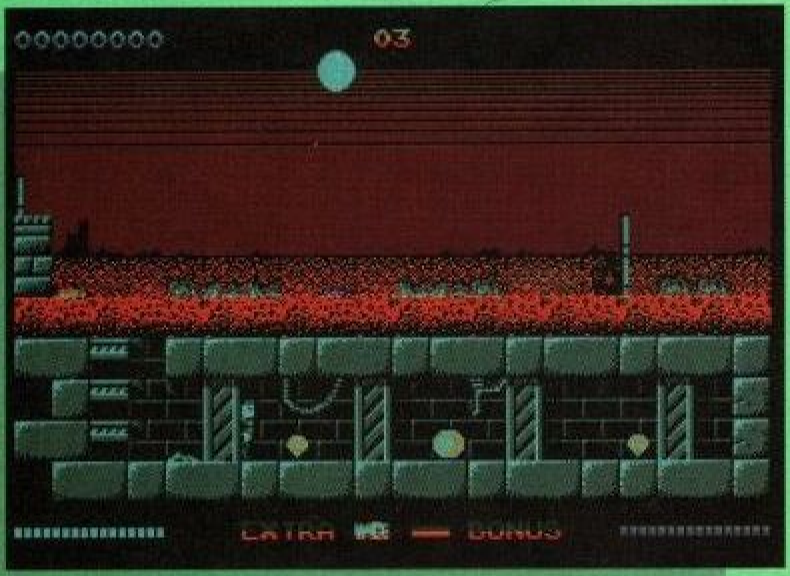
As you proceed, your journey will be mapped out for you, helping you to keep a track on your location.

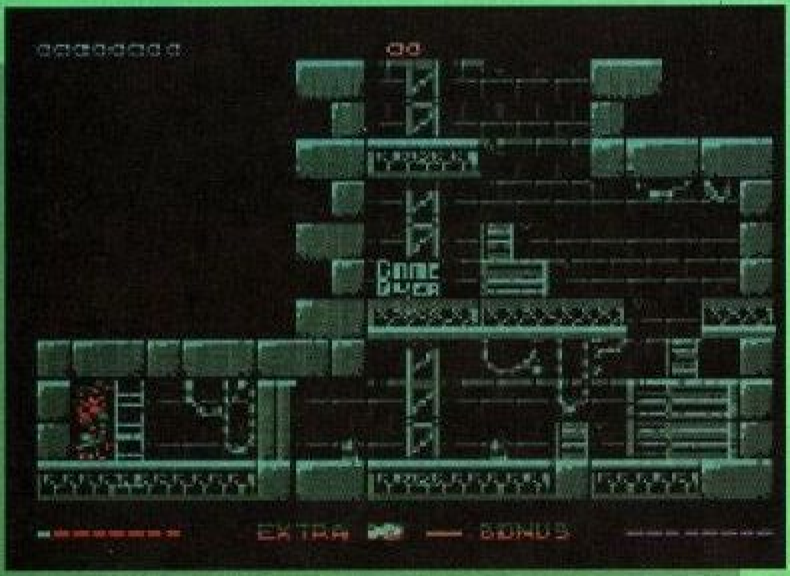
Beware of the Boss enemies at strategic points during your progress. These are particularly nasty and could lose you much needed spare lives if you're not careful.

Of course, once you have located all sixteen shards of the Blade, your firepower becomes unlimited, and you can do untold damage with this beauty in your hands. Don't get overconfident, however, as Havok is waiting just behind that last corner, and this confrontation is one you won't forget in a hurry. If you like your adventures with plenty of graphics, addictive gameplay and fun to boot, then you need look no further than Switchblade. The plot is enthralling, the action nailbiting and the addiction such that you won't want to put this one down until you cross that final boundary and knock Havok out of his shoes.

Go to it Hiro, Thraxx is depending on you for its future, though what you're going to do all on your own is another matter altogether!

John Taylor





ROUND-UP			
NAME	Switchblade		
FROM	GBH	PRICE	£3.99 Cassette only
88%	79%	87%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT



The ultimate Gauntlet collect has arived. Are you brave enough to take it on?

MULTIMIXX 4

Anybody who has ever played the original gauntlet will know what a fantastic outing it is. Having said that, the sequels were every bit as good as the original, if not better and more addictive in parts.

If you aren't too sure which of the three blasts in the Gauntlet series is best, then take this gem of a compilation out for a test run and decide for yourself.

First up on the tape, is the original Gauntlet blast. The aim of the game, as with all three games, is to create havoc through the seemingly endless series of caverns and rooms in the mazes.

Before you set off however, you must decide whether you want to be a Warrior, a valkyrie, a wizard or an Elf. Take a good look through the manual before you decide, as each character has its strong and weak points.

Once you've made up your mind, you're on your own. Starting off on the easiest levels, you must simply locate a key that will help you on to the next level. To start with you only encounter a few baddies, so progress is fairly easy. As you progress, the number and variety of the monsters increases rapidly, making your life a real nightmare.

Most of the monsters can be shot, though some are harder to kill than others. To be certain, make sure you take out the generators which spew out the baddies before moving on.

Be sure to pick up as many treasures, potions and bonuses as you can, to increase your fighting power and keep you fighting through to the final confrontation. Like the original, the two sequels have pretty much the same ground rules, the only differences being that the locations have changed and there are even bigger, nastier bugbears to take on..

In the Dungeons, make sure you look out for extra magic pick-ups, which will make your life a whole lot easier; while in Gauntlet II, there are some excellent new pick-ups to be had, such as invisibility, invulnerability and super shots.

If you are really lucky, you may even find a repulsiveness amulet, which will turn all of the monsters away from you in disgust. Very handy. However, take care when using some of these amulets, as they may prove a bit of a drain on your health points.

Talking of which, there are also poisoned potions and foods to be found in Gauntlet II, so beware.

Say what you like, you won't find many better single game collections around on the market than this one.

Each of the Gauntlet blasts are classics in their own right and, as a compendium, they are excellent value for money on the budget label. Fast, colourful, addictive and above all, fun, Multimixx 4 is not to be missed.

Jim Johnson



ROUND-UP

NAME	Multimixx 4		
FROM	Kixx	PRICE	£3.99 Cassette only
90%	88%	94%	
GRAFFIX	SONIX	PLAYABILITY	VERDICT



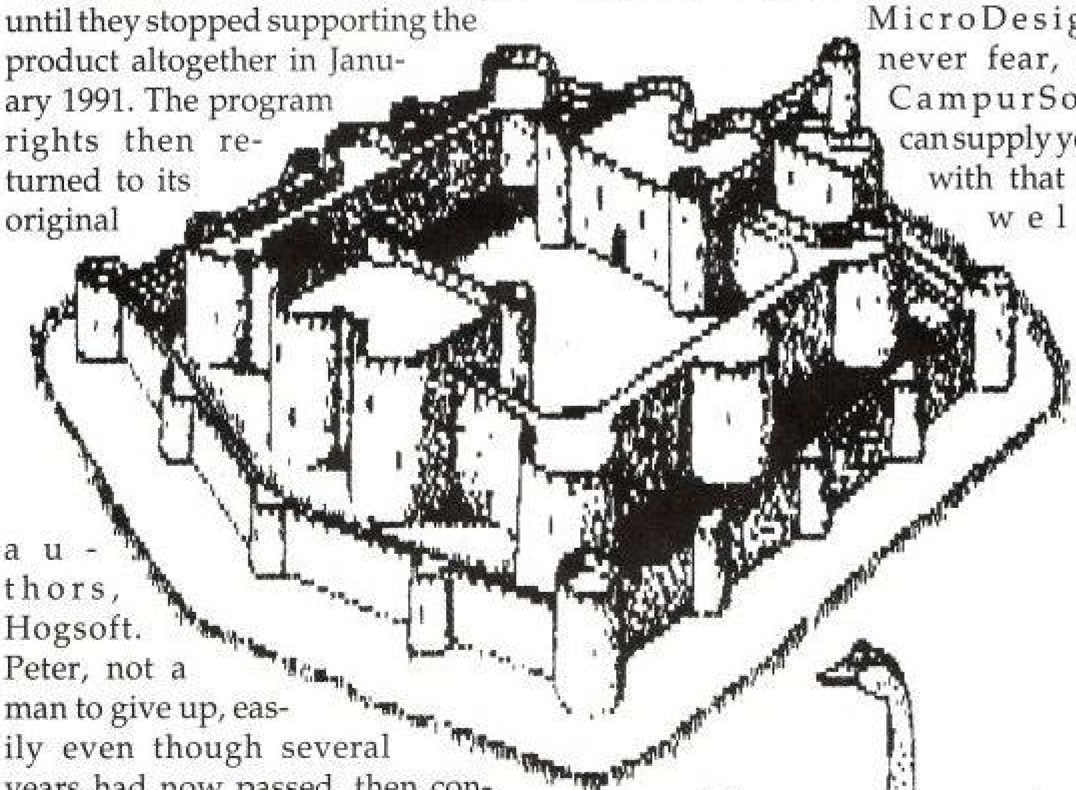
A LITTLE DESIGN



Bob Adams casts his beady eye over the latest updates to the MicroDesign suite.

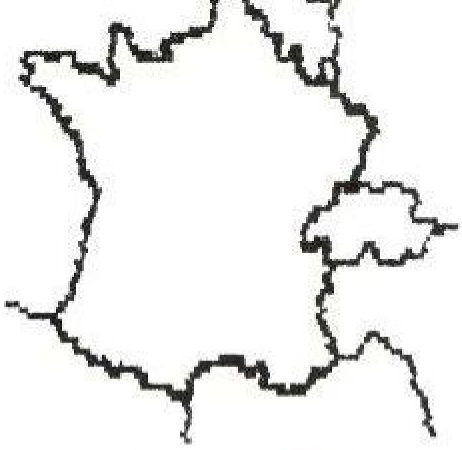
Long time users of the CPC may well have used or remember reading about a program by the name of MICRODESIGN. This was released by Siren Software in 1987 and was billed as "a fast and versatile drafting package, designed to produce graphic artwork and technical drawings on a dot matrix printer". The competition at that time consisted of two main rivals - ART STUDIO and STOP PRESS. Users of MicroDesign mainly agreed that the speed, professional feel and print quality was indeed superior to the competition but it didn't do enough in other areas to make it a genuinely user-friendly product.

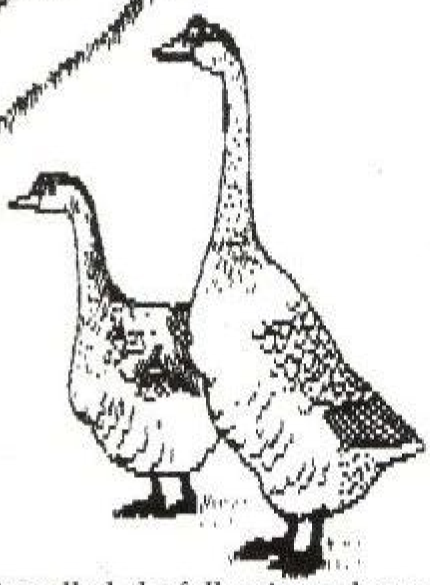
Enter one Peter Campbell. He thought highly enough of the MicroDesign program so he offered Siren Software a list of improvements that he felt would turn it into a winner. Unfortunately, Siren were not interested and that was how it stayed until they stopped supporting the product altogether in January 1991. The program rights then returned to its original authors, Hogsoft.



Peter, not a man to give up, easily even though several years had now passed, then contacted Hogsoft with his ideas for improving the program and they agreed to let him go ahead. This then gave Peter a problem, as he was an ideas man but not a programmer. Fate was smiling on him however, and he made the acquaintance of Jess "I think in machine code" Harpur. There then followed a three way collaboration between Hogsoft (who are now called Creative Technology Ltd,) Jess Harpur and Peter Campbell, resulting in a complete enhancement package for the original MicroDesign program now being available, called MICRODESIGN PLUS.

So what do you get for your money? First of all, you must have the original program as this is purely an upgrade that needs the source files from your original disc. Installing the upgrade is very simple and is done for you automatically, compiling and dumping the new enhanced program to a fresh disc. If you haven't got the original MicroDesign never fear, as CampurSoft can supply you with that as well.





Once installed, the following enhancements become available:

1) Quicker loading time.

2) Second drive support - 3" or 3.5" format.

3) Access to 10 user areas per disc.

4) ROMDOS, MS800 and BIG BONZO (203K) compatibility.

5) ASCII to DR conversion.

6) Screen file to DR conversion.

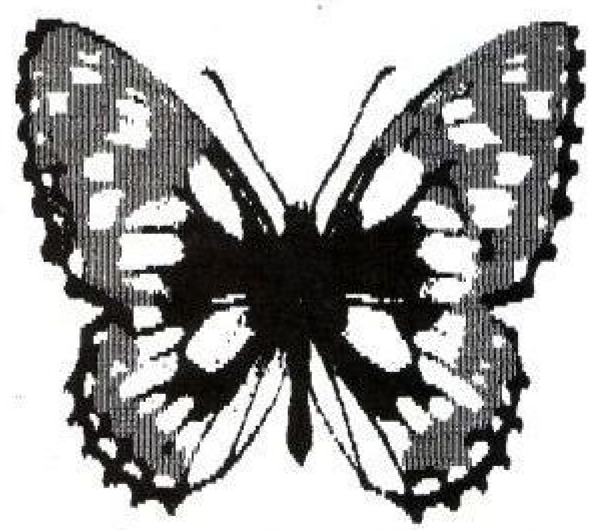
7) STOP PRESS clip-art to DR conversion.

8) STOP PRESS page to DR conversion.

9) Soft reset/quit to BASIC.

10) User-friendly ink colour and printer driver menu.

All the above are in addition to the existing features of the original. The choice of Layout page (A4 upright, A4 sideways or strip format), manipulating blocks (copy, move and erase), drawing icons, lines and shapes, fill, text and zoom are all still there.

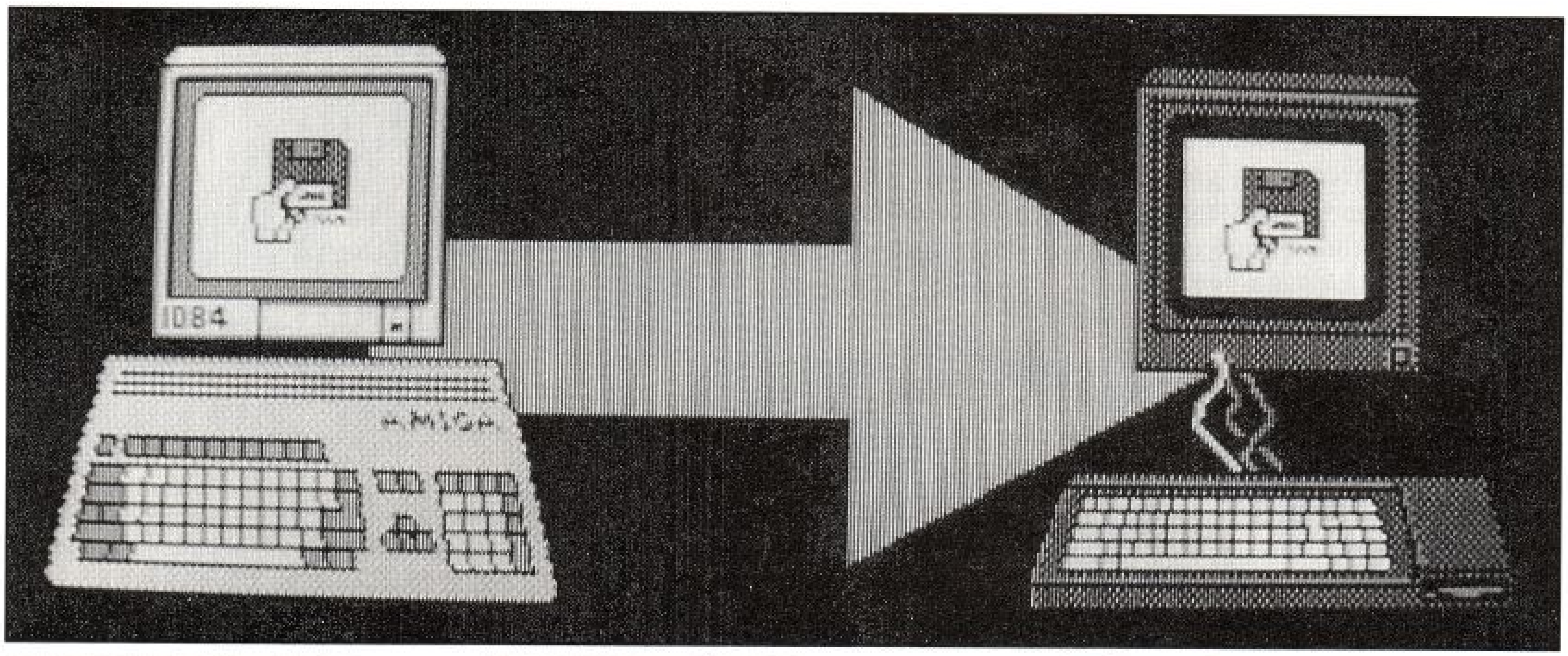


What I like about it all is that it is such an easy to program to use. CampurSoft do supply a nicely printed manual (produced by their own program I'm pleased to say) which explains all the finer points but I doubt if you'll need it much. The whole program is menu driven and the menus are on screen alongside the working area. All you need is just the ability to be able to press the right key and the next operation will be performed for you. Even I can cope with that. What I can't cope with however, is drawing. I cannot draw on paper, let alone on a computer screen but once again, CampurSoft have the answer. On side two of the enhancer disc are 30 items of clip-art, converted to the correct format and all ready for use.

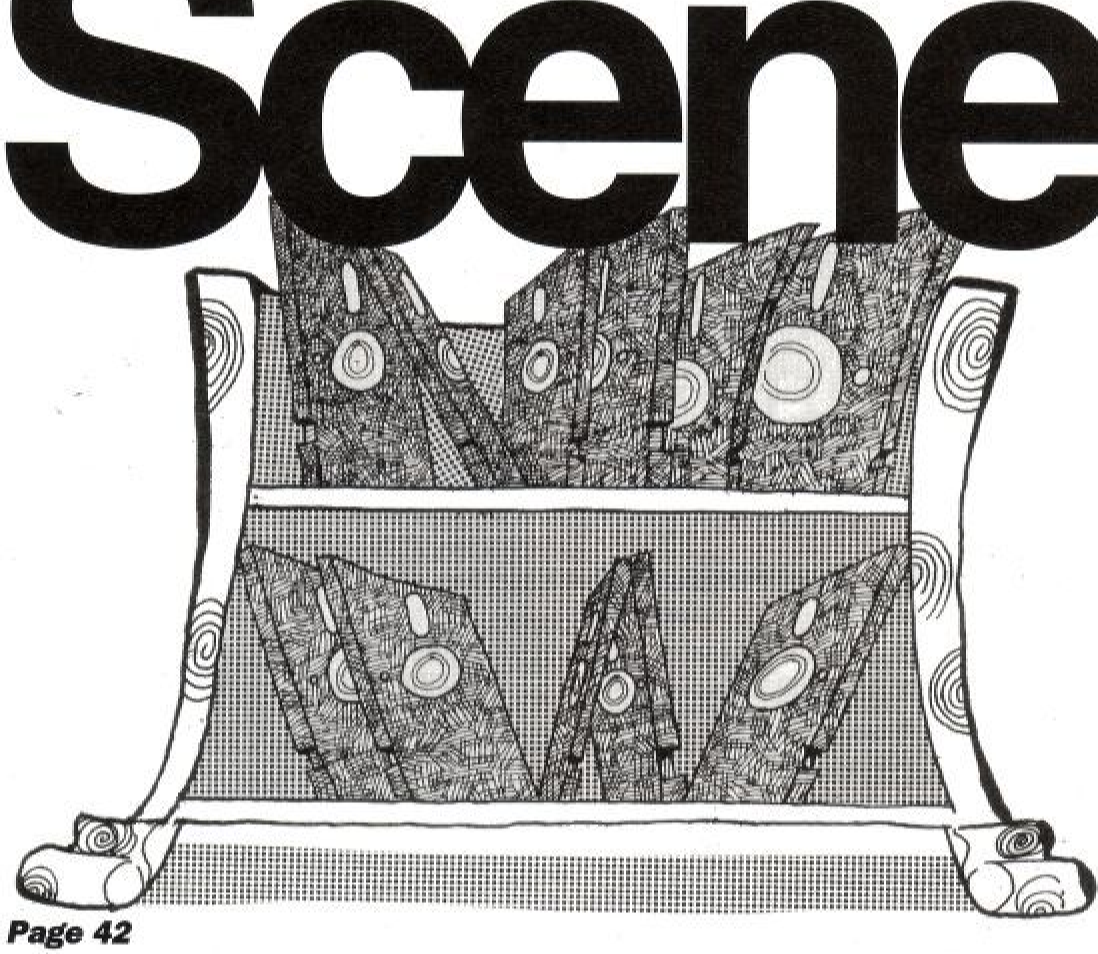
Finally, I must mention the after-sales support. Peter and Jess are continuing to work on and develop this program still further, so who knows what the future may hold, but for now they will be running a help-line for anybody that is seeking guidance. Details are in the manual.

This is really a great improvement over the old version and allows for much more versatility of use. Your creativity need no longer be cramped by the program.

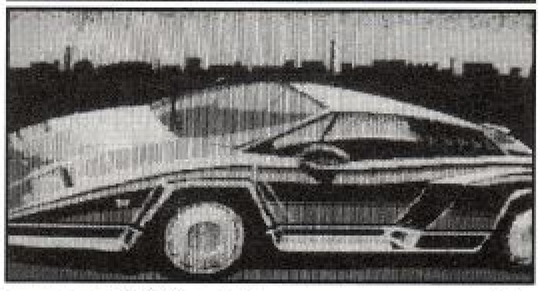
Available by Mail Order from CampurSoft.16 Slatefield St, Gallowgate, Glasgow G31 1UA. 041 554 4735. Price: £13-75. Original MicroDesign £19-99. (Was £24-99) Both MicroDesign and MicroDesign Plus £29-99.



PD Scene

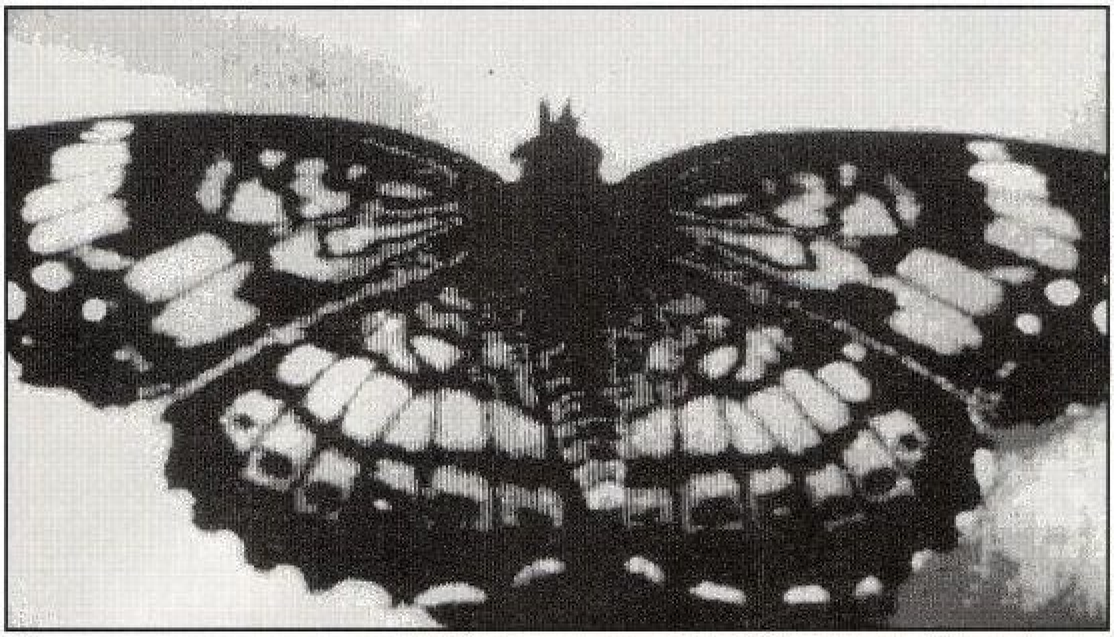


Time for a little illumination in Uncle Bob's latest PD Foray.



Psst! Want to see some pretty pictures? Well that awfully clever man David Carter of PENGUIN SOFTWARE has been at it again, converting 16bit, 4096 colour graphics from the Amiga into a format that we canview on our CPC's. The disc is imaginatively called, AMIGA GRAPHICSTWO (and why not?) and despite my plea last time, he still hasn'tincluded a text file to explain how he has done it. Never mind, the pictures are superb and I hope that the screen shots have reproduced onto paper better than they did last time and have really done them justice. The pictures range from gruesome skeletons to characters from Star Wars, from fruits and butterflies to cars and aircraft, so everybody should be able to find a favourite.

David tells me that the original Amiga graphics disc has proved to bethe best seller of his entire library and I expect that this new one will do as well. All the screens are shown as a continuous slide show on each side of the disc and they are amazing for their clarity and quality. Without doubt,

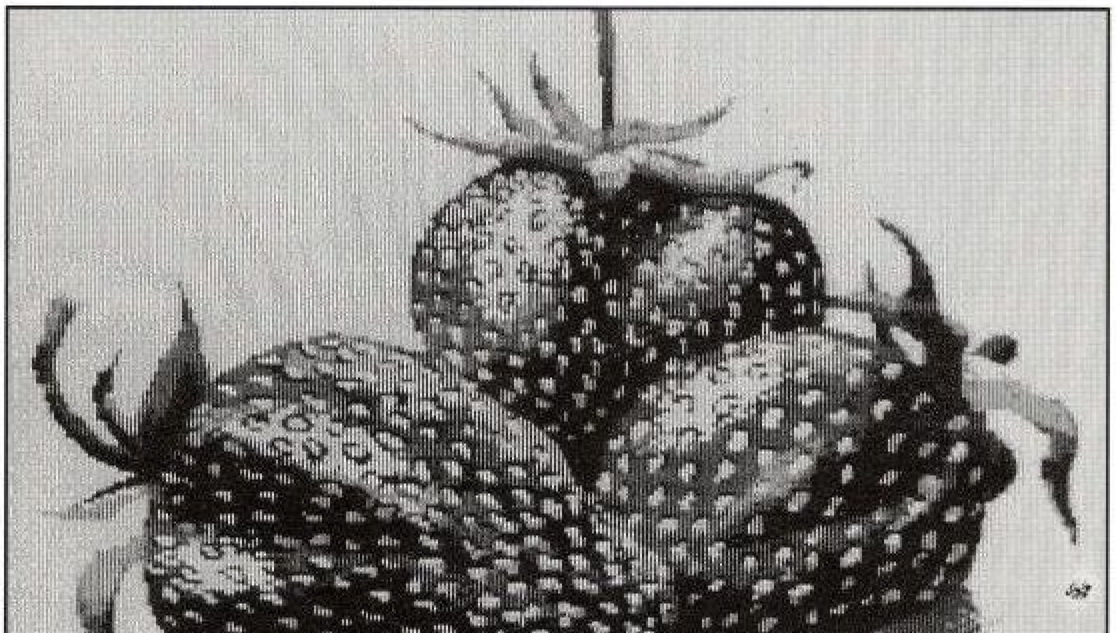


some of the finest graphics ever seen on a CPC. Perhaps the slides scrolled past just a little too fast for my liking but I expect that this can be altered with a little experimenting (ie; hacking - but don't let David catch you doing it!) The copy-charge onto your own disc is only £1 and you get a disccrammed full with 45 screens. Please add 40p postage for any number of discs or you can send your own SAE instead. The address to send to is in the panel (takes a quick look to check that it's there) below.

At the same time, why not ask Penguin for their latest (produced bi-monthly) catalogue disc which will take up one side of your own discand is totally free. I have a copy of the February disc and it notonly includes a full list of the Penguin PD library, letters, graphics, a couple of programs, and a musical demo that is well worth turning the volume up to listen to - but it also contains a marvellous menu screen full of some wonderfully cute penguins. Great stuff David.

The other great news this month is the rebirth of the WACCI magazine. Although WACCI is not entirely devoted to Public Domain software, itdoes have a substantial library plus a magazine that is essentialreading for both serious CPC users and lunatics. Now being run undernew management, you can contact them via Clive Bellaby at 12 TrafalgarTerrace, Long Eaton, Nottingham NG10 1GP or send a subscription (@ £1-50 per copy) to Paul Dwerryhouse, 7 Brunswood Green, Hawarden, Deeside, Clwyd CH5 3JA.

As usual, I'll finish off with a list of the libraries who havecontacted me and sent in examples of their programs and/or acatalogue. If you are a Public Domain library or you wish to recommendone or even a particular program, then I'll be delighted to hear fromyou. You can write to me at PD Scene. C/o Amstrad Computer User,Sunnyside Cottage, Carluddon, St Austell, Cornwall PL26 8TY.



3D PD Library.
44 Echline Grove,
South Queensferry,
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ADVENTURE PD.10
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DARTSMA PD Library.
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PENGUIN SOFTWARE.
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ROBOT PD Library.
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SOUNDS LIKE PD.
6 Keyberry Park,
Decoy,
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South Devon. TQ12 1BZ.
WACCI PD Library.
C/o Chris Smith,
16 Ayling Lane,
Aldershot,
Hants. GU11 3LZ.

The above librarians will be happy to send you a stock list but please include a stamped self-addressed envelope.

For those of you with a Modem, you can try down-loading some freePublic Domain programs from the CPC/CPM file areas on:-PRESTON ROS 0772 652212 (24 hours) ARCADE FANTASY 0533 376056 (8pm - 8am)Have fun, Bob Adams.(WORDS: 725)

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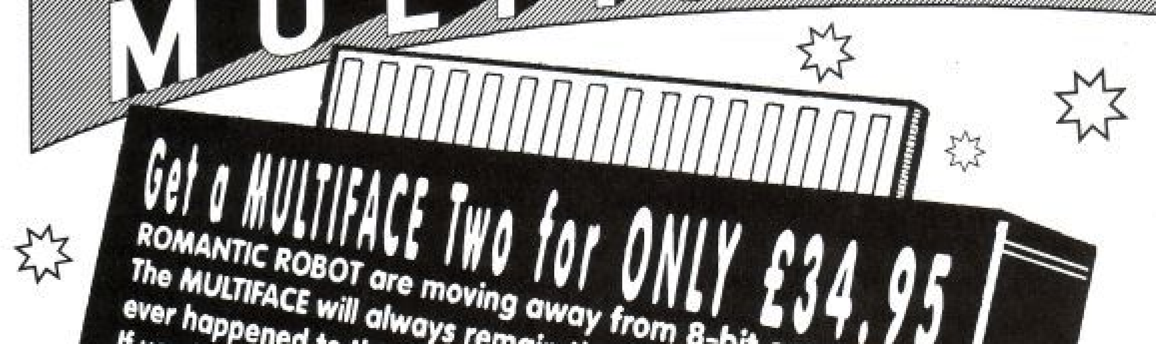
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BASIC APPLICATIONS

In which The Doc fields the problems of confused linguists, amongst other trials and tribulations.

When is a language not a language? Why, when it's something else of course, what a silly question. Having said that, however, when it boils down to computer languages, things aren't always as clear cut as they might seem.

Take this letter from P.Borley of Northolt, for example, which will highlight, in the latter half, the close relationship between many BASIC languages which, even so, aren't very alike at all.

This is what he asks:

"Reading your reply to Mr.Hay in the January 1992 issue concerning a hardware project to design a simple RS232 interface and communications software.I personally think it would be a great project, especially if it would enable the user to transfer any program between CPC and PC.

One question - The CPC uses Locomotive BASIC and PCs use Mallard BASIC.Is this correct?

Finally, please could you list all programs which are available on ROMs.Yes, that's right, I said ROMs."

Well, let's take first things first and say that something along the lines of the interface is, indeed, being looked at for a future issue and it isn't really a ginormous task. So, hang on in there and we'll see what we can come up with.

Alternatively, a little dickie bird tells me that that clever chap Steve Denson at SD Micros is on the verge of reissuing Moonstone's excellent 2 in 1 package.

Why not take a look at the SD advertising page in this issue and ask Steve about this very nifty piece of programming which, after all, does everything our hardware project might do and a whole lot more besides.

Now then, moving on to the other aspects of computer languages and to answer your question in particular, you are about half right, but also a little confused.

As for the CPC, the BASIC used here is Locomotive's BASIC, version 1.1, used in conjunction with the AMSDOS operating system.

As you know, the CPC will also accept the CP/M operating system used by the Amstrad PCW, and it is in these machines that Mallard BASIC is predominantly used.

As for the majority of PCs well, operating under Microsoft's Disc operating system (MS-DOS), there are two different BASICs in general usage.

The first, and longer standing of the two, is GW BASIC.If you must know, the GW actually stands for Gee Whizz, so there.The other, and more recent arrival, is Quick BASIC, or Q BASIC, which is provided with version V of MS-DOS.Both of these versions are supplied by Microsoft.

Now, to tie up some loose ends, most current 8-bit BASICS are linked in some form of subset manner to GW BASIC, but that in no way means that they are compatible.Obviously, using a file transfer routine like 2 in 1, you can get an ASCII file from one computer to read on the other, after which you may have to spend some time debugging the file to make it more palatable to the new host.

Moving on to our next customer in the surgery this month, it looks like another linguistical problem has reared its head, this time in the form of CP/M. It comes from Bill Kelly of County Cork in Ireland and goes like this:

"Dear Doc, If you could help I would be extremely grateful.I have two small questions"

1>Do you know where I could buy

Continued Overleaf



some software for speech synthesis, as there is no-one in Ireland?

2>Several times, you have said type |CPM to make the 6128+ behave like a PCW.When I type |CPM (while in AMSDOS), I am answered with Unknown Command. Is my 6128+ broken, am I doing something wrong, or am I just thick?

I look forward to your reply."

Well Bill, here it comes. One of the more popular Speech Synthesis programs I ever saw, was something called simply SPEECH!, distributed quite some time ago by a company called Superior Software.

As far as I remember, they used to be based in Leeds, though the telephone number I have for them is now no longer in use. Having said that, Speech would seem to be the kind of thing you are after, as it enables the CPC to actually talk back to you, after only a very short amount of programming.Very easy to use and extremely versatile, your best bet is to try some of the mail order companies, to see if they have an old copy.

Alternatively, if you can get along to an All Formats Computer Show, they may have something there. If any of our readers happen to have a copy of this program that they don't mind parting with, why not get in contact with Bill at 14 Old Street, Cobh, County Cork, Ireland, and make his day, month or year.

Moving on to the second part of your enquiry, I think this should just be a matter of getting syntax right.In your letter, you seem to be inserting a colon (:) in front of the CPM command. In fact, the correct symbol is the | symbol, found above the @ sign and to the right of the P.

If I am wrong, then apologies and, having said all that, the only time I could get an Unknown Command to come up, was when I inserted a space between the | symbol and the CPM.So, next time you try, just type in |CPM without spaces and see what happens.

Don't forget, you must have your CPM + utilities disc inserted in the drive before typing this, otherwise you'll simply be told that the boot sector failed to load (ie you have no disc in the drive).

You should have received your CPM operating disc when you bought the machine, so hunt around for it if you haven't got it and, from there on in, everything should be plain sailing.

Well, that's enough of the language barriers for the time being.The next item on the agenda is a somewhat boastful missive concerning ROMs again.Short and sweet, Pete Dunlop of Locking in Avon writes:

I am the proud owner of an Amstrad 6128 with Protext and Maxam ROMs - and very good they are too! However, the Maxam book tells me that the Amsoft "Complete firmware specification" is a must.I am inclined to agree, as I can write Assembler Code to manipulate the registers and the contents of RAM, but I can't access the screen or discs.

I understand the firmware guide is no longer available - got any useful ideas?"

Good for you Pete, I'm glad you are enjoying your ROMs.To get to the nitty gritty on this one, the firmware guide has become something of a bugbear here at ACU over the last year.We have, in fact, been trying to gain permission to reproduce its contents on these very pages for what seems like aeons.

Due to some disagreement, confusion, Lord knows what, however, concerning who actually owns the rights to the material, we seem to have come up against a brick wall.Nevertheless, we shall persevere and, one day, all will come to light.

In the meantime, I know that there are copies flying about, around the country, so if anyone has a spare copy, or one to sell, why not write in and let me know, so that I can pass on the good news to Pete. Alternatively, your best bet is to hunt around at the computer fairs, or at your local secondhand

computer book shop. You never know, you might just have more luck than I have in tracking down a copy.

Next please! This one is a particularly loud plea for help from E.C.Thorn down in Clotted Cream Country, Honiton, Devon. Armed with a host of enquiries, here is the crux of the matter:

"Back in December 1991, Doc Watson said you can load tape progs and transfer them to disc on the 6128+. Please, please can you tell me how this can be done on the new plus machine.

The other thing that is driving me mad is your Easydraw listing, which I cannot get working right.All goes well until I press T or K.Then, for example, if I am on circle and press K to input radius, I get Jump=10 Enter the radius=, or Jump=10 text=, then nothing will work, so I press ESC to start again.

Also, I found that your FEB listing had several changes from the January one,ie Line 3025, 3060 and 220 to name but a few.there are more.Should I put in a 1 or a small l?

And how do I put in the code you use on your type-ins, and why do so many of your type-ins not work on my Amstrad 6128+?

PS. It is not because I have put them in wrong, because I have checked them many times."

Well, quite a bagful there, so let's try and take your problems one at a time.Firstly, getting back to the old 6128+ disc/tape conundrum, the original article you mentioned was a general overview on normal transfer procedures between existing 6128 machines.Unfortunately, and as many of you are no doubt aware, there is no way of attaching a tape recorder to your plus machines because there ain't no jack plug.

There is your problem but, to remedy it, there is one solution and that is to send your machine off to WAVE for conversion.It costs 30 quid, I know, and it means losing your beloved Arnold for a few days but, if you have a stock of cassette software going to waste, it has to be worth considering.



Moving on, the easydraw listing has, indeed, met with more than its fair share of printing errors, which certainly has not made life easy for readers. I am assured, however, that in last month's issue, a final and full listing was produced to put everyone's minds at rest.Hopefully, that should sort out the problems there.If not, don't forget that the fully documented version of the same can be aquired from the Pieces section.

Concerning the proofreader program, all you need to do is type in the proggie and save it to a disc or cassette, remembering to save two versions, one for screen and one for printer with the correct omissions/additions.Then, when you want to proof a program, simple run Proof first, then load your proggie and list it to see the codes on screen.The same routine goes for the Print routine and, if you missed the last outing of the proofcode program, don't worry as it will make another appearance soon.

As for your problem with the type-ins, all of our proggies are actually tested on a Plus machine, so there should be no real reason why they do not work.Without seeing the programs you are having specific problems with (you don't mention any), it is difficult to see where the problem lies.Just make sure you don't type in the proofcodes themselves (those in the square brackets), as they are only for use with the proofcode program.

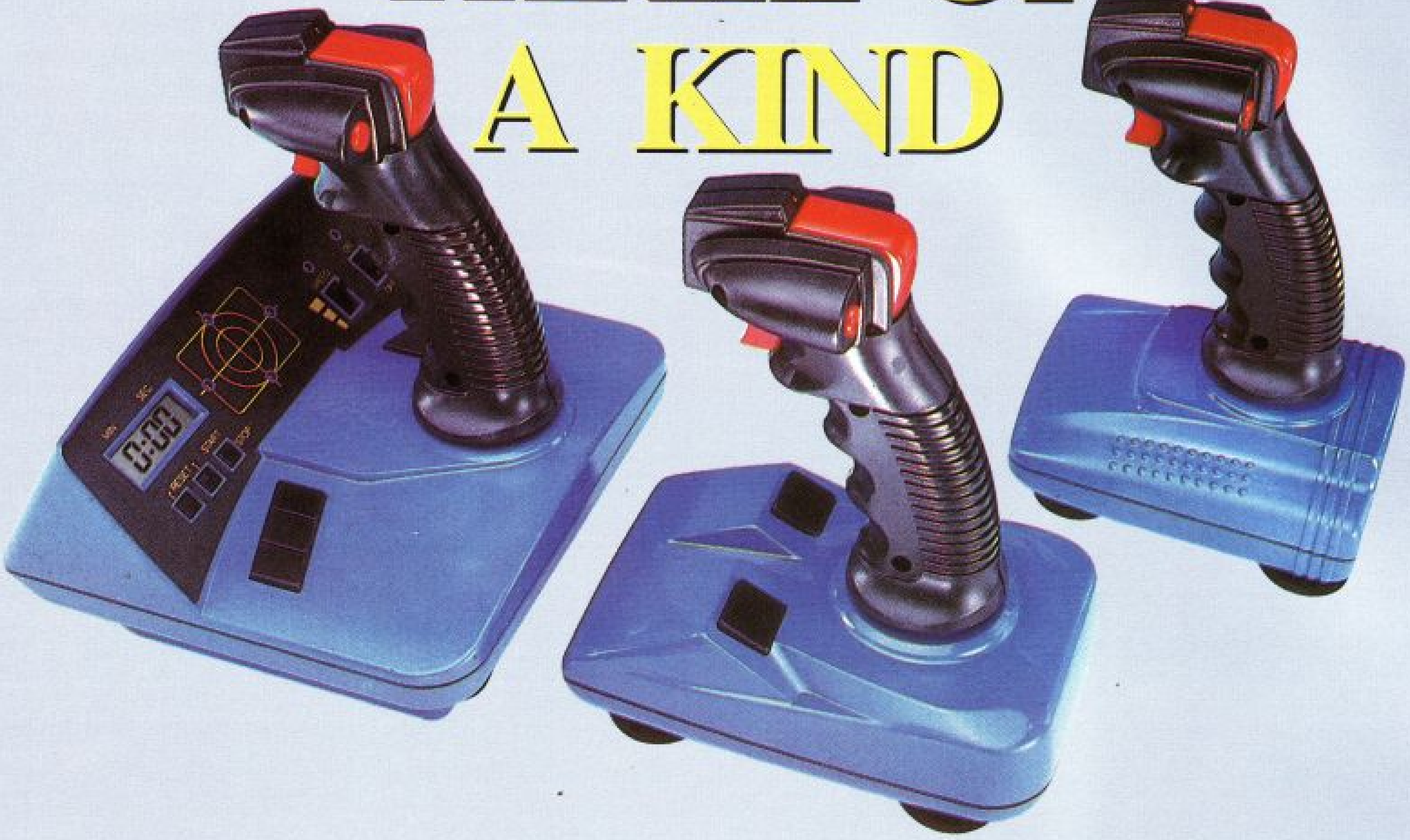
If you want to write back to me stating where you are having problems, then I shall gladly look into the matter and see what I can do.Fair enough?

Well, I think that's about all we have time for this month, save for a little something which you may have thought I omitted back in the first question.Well, I didn't.

Concerning the list of ROM software, I shall be digging in my files over the next few days to see what I can come up with and, when I think the list is fairly exhaustive, I will be putting it in print for you all to have a gander at, at your leisure.I can't say fairer than that, can I?

Until then, if you have any problems with your hardware or software or programming, then you know where to write.The surgery doors are always open and I'll always try to help if I can.See you next month.

THREE OF A KIND



The Spectravideo range is growing bigger. Jim Johnson investigates the latest arrivals in the shooting gallery.

Over the last few months, we have seen a couple of right royal belters emerging from the Spectravideo stable. I'm talking about the Sting-Ray and the Manta-Ray, of course, which are still being mauled to bits in the office by our games crazed testers.

For sheer durability and ergonomics (I always like to get that word in as early as possible), these two sticks would be hard to beat by anybody's standards.

So, as the old saying goes, 'If you can't beat 'em, join 'em', Spectravideo has come up with three new additions to this excellent range, and very worthy offspring they look too at a first glance. Coming under starters orders as the Alpha Ray, the Sigma Ray and the Gamma Ray respectively, these new sticks sport the same racing colours as their siblings, but as far as appearances go, that's where the similarity ends.

THE ALPHA RAY



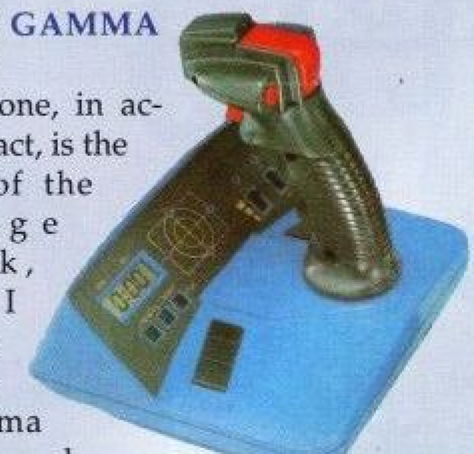
As Spectravideo have gone to the trouble of using the Greek alphabet as the starting blocks for these new sticks, I'll take them in the same order.

The Alpha Ray, coming in at a remarkable £11.99, is the starting block for the range. However, unlike most other low end models, the Alpha looks and feels like a true professional. Featuring a durable steel shaft on the stick, the moulded plastic grip is both comfortable and capable of allowing hours of non-stop gaming, without rubbing you up the wrong way.

With the fire buttons nicely placed to the back and front of the top end of the grip, there is no difficulty with having to reach for the buttons in time of crisis. Ok, so you don't get a choice of buttons on the base of the model, but in most cases, these only serve to confuse in any case. As with all of the three new models, the Alpha is designed as a table-top stick, with stick being the operative word, thanks to some excellent, heavy duty suckers which keep you well and truly anchored during heavy gaming.

The design is sleek and, using the six durable microswitches, the stick may need a little playing in, don't they all, before you really get to appreciate the flexibility and manoeuvreability of the Alpha.

Featuring rapid fire as standard, for those games which accept it, the Alpha should form the new standard for the entry level joystick, being virtually unbeatable value for money at the price. It certainly looks more expensive than it actually is and should serve you well as a multi-purpose stick.



THE GAMMA RAY

This one, in actual fact, is the top of the range stick, but I suppose Gamma sounds slightly more effective than Sigma, so it comes in second in our alphabetical order.

Just take a quick glance at this little model and you can tell straight away that this is luxury.I know, there have been gimmicks like LED displays before, but not often for under £25!

The cost of the Gamma Ray is, in fact, a mere £22.99, which makes it one of the most economical top end sticks around on the market at the moment.Quite apart from all that, the stick itself is a joy to use.

Again, the heavy duty suckers make life very easy from the desktop, while the base of the machine is big enough to make the use of the fire buttons down below very comfortable. With rapid fire as standard, the stick itself carries on the same, simple yet effective, design of each of the new offerings, to give long lasting playing power, with fire buttons at your fingertips.

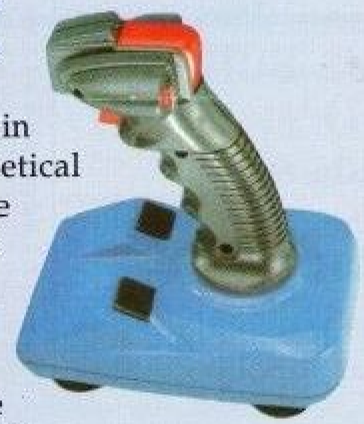
As well as rapid fire, there is also a speed adjuster on the unit, which enhances even further your game variety.However, what must be one of the best features of this beast, and it is also its big selling point, is the digital counter stopwatch.

Ok, so that's not totally new either, but the layout of the base of the Gamma Ray is quite novel, with multi-directional LED display included, to give a highly polished appearance.

So what, you may be saying, it's only decoration.Well, what if it is, the clock is certainly an excellent device to have on any joystick, especially when you have two players racing against each other to see who can get through a level, or even a game, the quickest.

Obviously, the wide base gives more leverage on tight cornering and, all in all, the Gamma Ray performs in an exemplary fashion on both shoot-'em-ups and race games.

Excellent value for money, the Gamma Ray has to be one of the most sophisticated looking units on the market so, if you want to be the talking point of your street, you know where to go shopping.



THE SIGMA RAY

Coming last in our alphabetical series, the Sigma ray is actually designed to be the middle ranged tabletop, featuring all of the good points of the Alpha, yet not including the razzmatazz of the Gamma.

This one comes on to the market at a measley £13.99 but, what are you actually getting for that extra two quid on top of the Alpha?

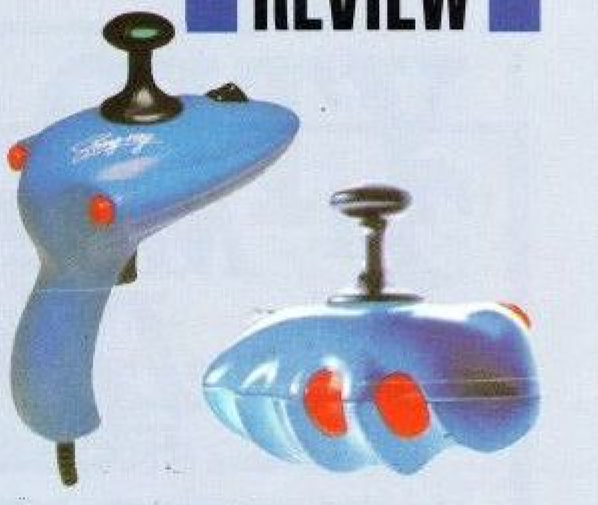
To be straight, the main additions are the two base located fire buttons.Are they actually worth a quid a piece?Especially after what I said earlier on about base mounted fire buttons?Well, the honest answer is yes, due to some nifty design on the base itself.

Unlike the more usual flat design, the two fire buttons in question are actually set at an incline, making it exceptionally easy to reach for them in a hurry.

Because of the shape of the unit as a whole, it is easy enough to rest your spare playing hand on the base, close enough to a button, without disrupting your joystick arm.

Add that to the slightly wider base, for a more secure grounding, and the Sigma Ray is worth every bit of the extra expenditure.Again, the stick design conforms to the series as a whole, making for swift reactions and good results on most games, and the overall result is a very slick, cheap stick all round.

There you have it, a highly commended range of joysticks for all



tastes in the tabletop market.Add these to the existing Manta Ray and the Sting Ray, Spectravideo's enormously successful hand-held range, and you can safely say that they've got the market well and truly covered.

All of the joysticks go out under Spectravideo's Logic 3 label and are sure to be found in your local computer store, if not already, then very, very soon.

One more addition to the Logic 3 range, the Speedmouse, is at present only available for the Amiga and the Atari, though that may change in the near future for those of you who prefer clicking power for other applications.



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NAME:

ADDRESS:

POSTCODE: TEL:

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES: Please add 50p for post & packaging on all orders under £5. Overseas add £1.50 per item.
PAYING BY CHEQUE: Cheques payable to **Software City**

VISA Card Type
Expiry date

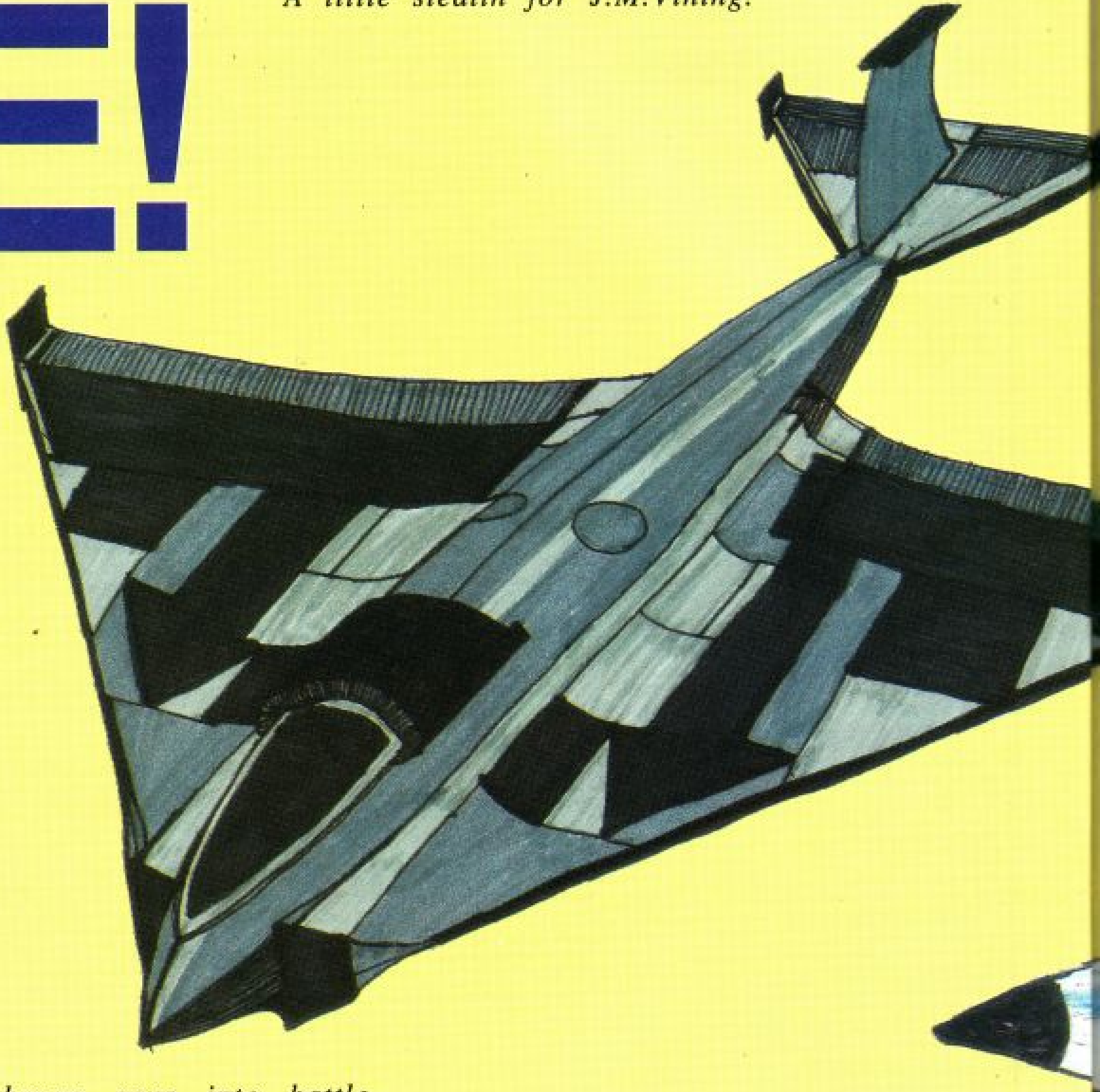
ACU

Signature
Date

European Orders Mastercard

WINNING TIME!

A little stealth for J.M.Vining.



Here we are, at long last, with the winning entries for the epic ACU G-LOC compo from the January 1992 issue.

We certainly got a whole lot more entries than we bargained for, and it took the ACU Crew a full week to decide on the final winners in the future et stakes.

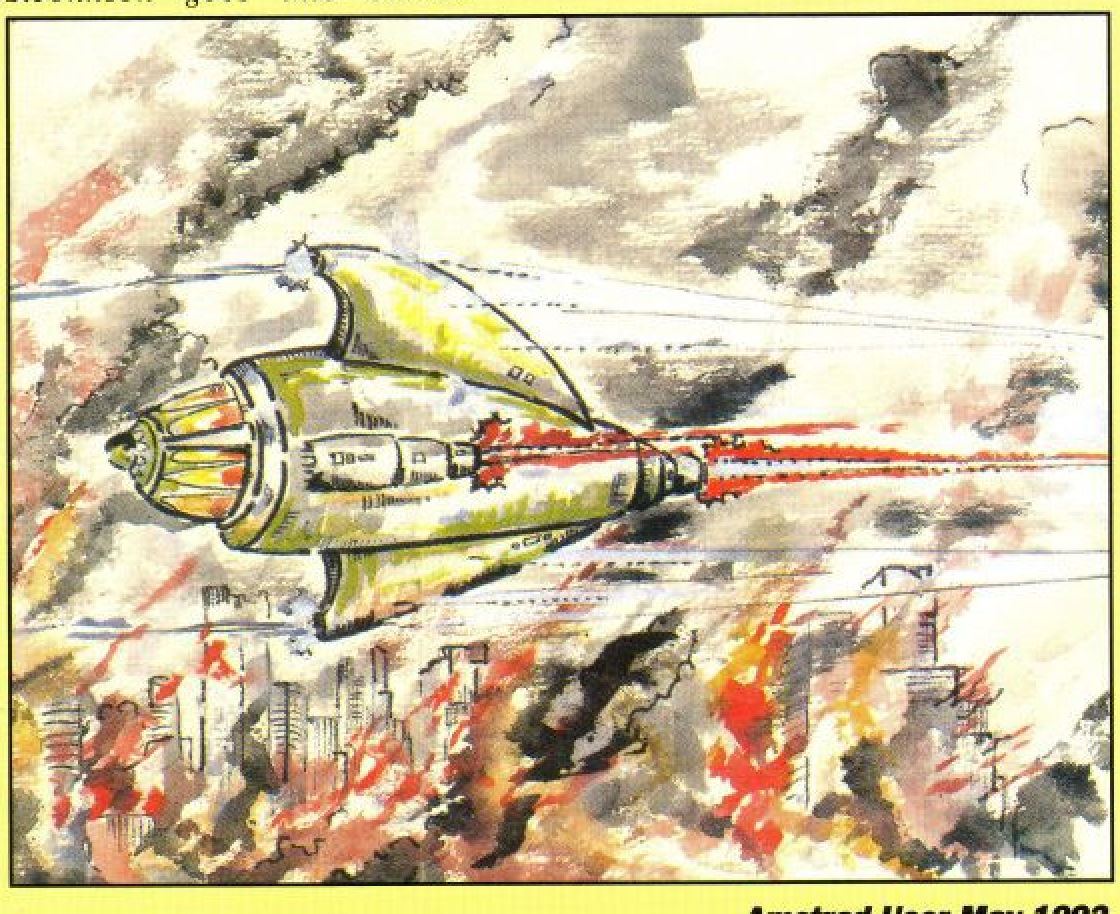
So, without further ado, here is the full list, starting with the lucky winner of the Walkman, followed by the five runners-up, who each get a copy of this superb flight simulator from US Gold.

Take a bow Daniel Kilpatrick from Chelmsford, Essex, who's superb DK15 entry takes the first prize.Congratulations also to J.M.Vining of Wootton, Isle of Wight; Eamon McAllister of County Derry, N.Ireland; Christopher McAleese of Braintree, Essex;Geoff Tarff of Hornchurch, and S.Johnson of Dartmouth Road, London.

All of you will get copies of the epic G-Loc outing on the formats of your choice.

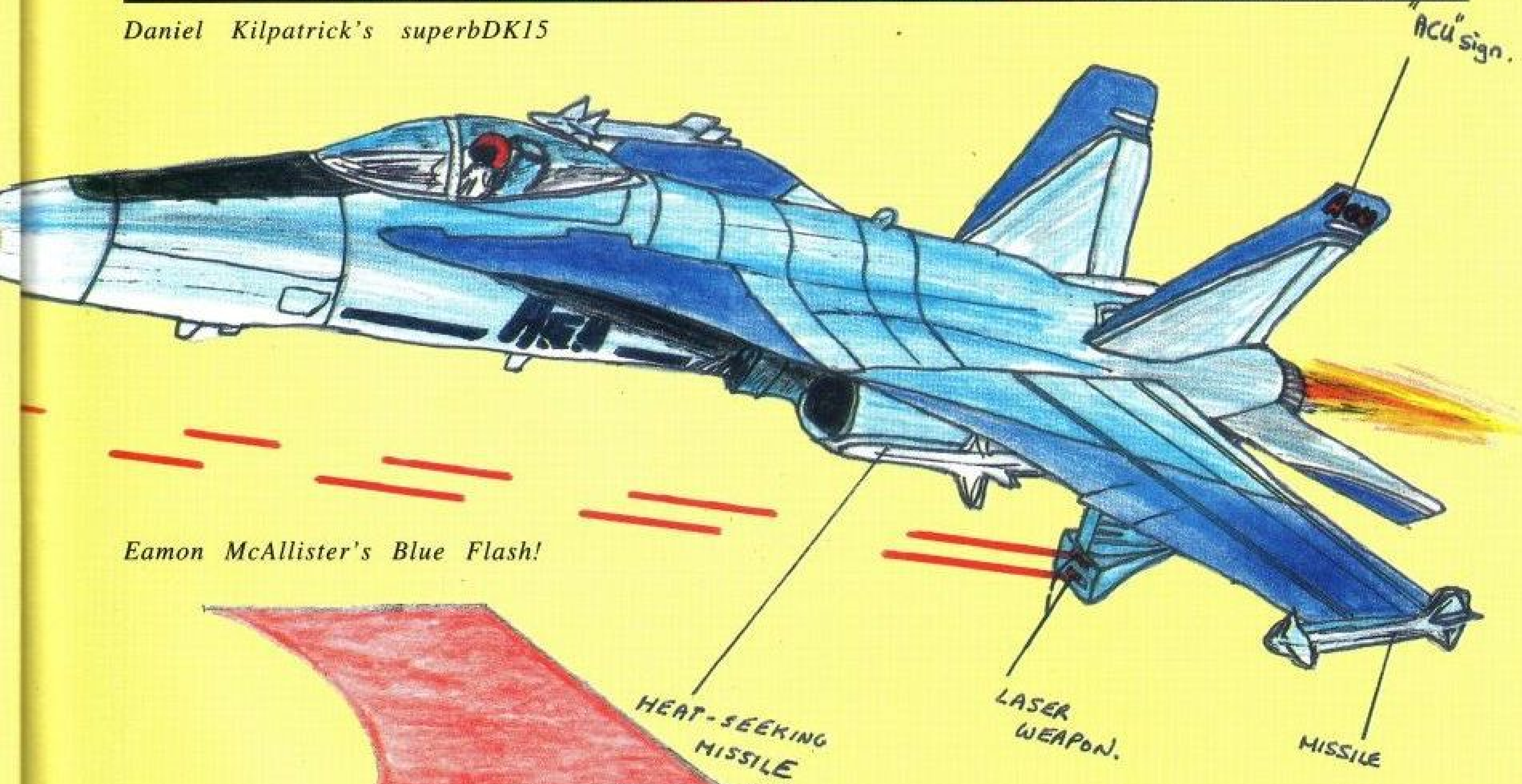
Sorry you couldn't all be winners, but have a good look at the excellent entries here, then have a go at this month's compo on Page 12.see ya.

S.Johnson goes into battle.

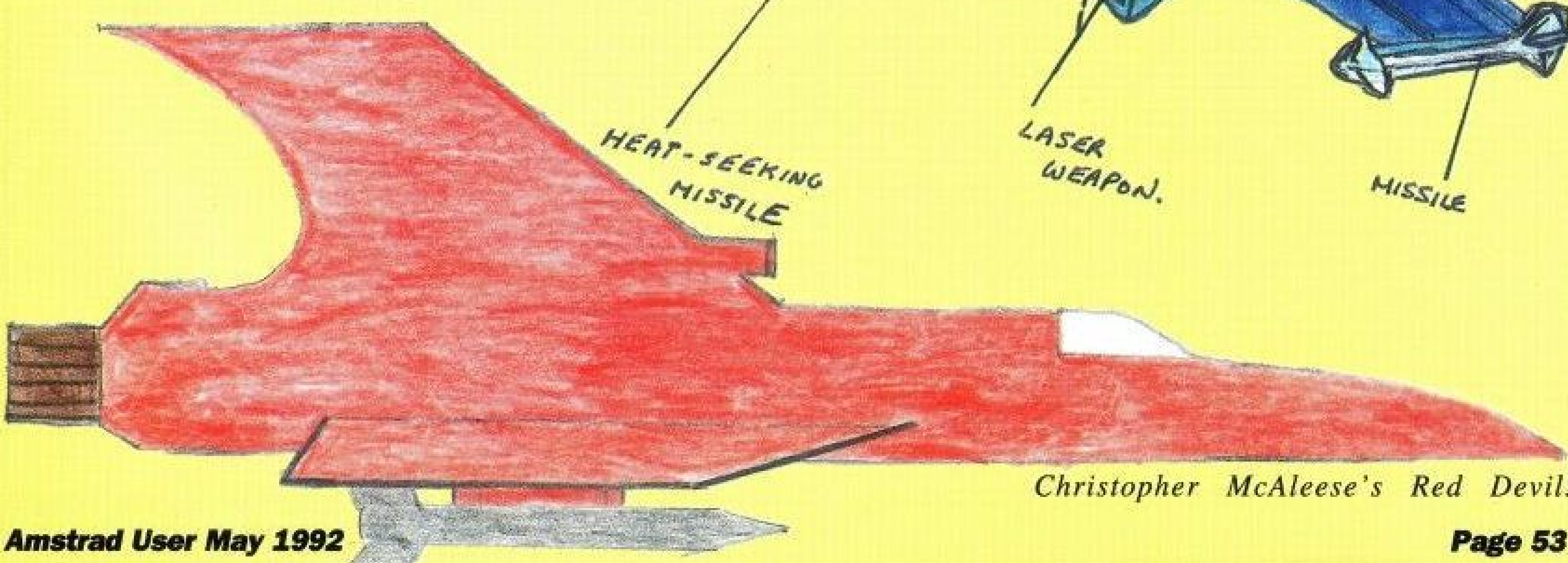




Daniel Kilpatrick's superbDK15



Eamon McAllister's Blue Flash!



Christopher McAleese's Red Devil!

STRETCHED

By Robin Gilbert

Here's a little something that is guaranteed to addict you from the very start.Exceedingly simple, all you have to do is control Mr A.Line, using the cursor keys to avoid obstacles, walls and eating your own tail.

Whilst handling all this, you must also gobble up the flashing red-pink power capsules.This is one outing you won't crack in a day and, if it all gets too much for you, pressing ESC will get you out.Try it, you'll like it.

CHARACTERS

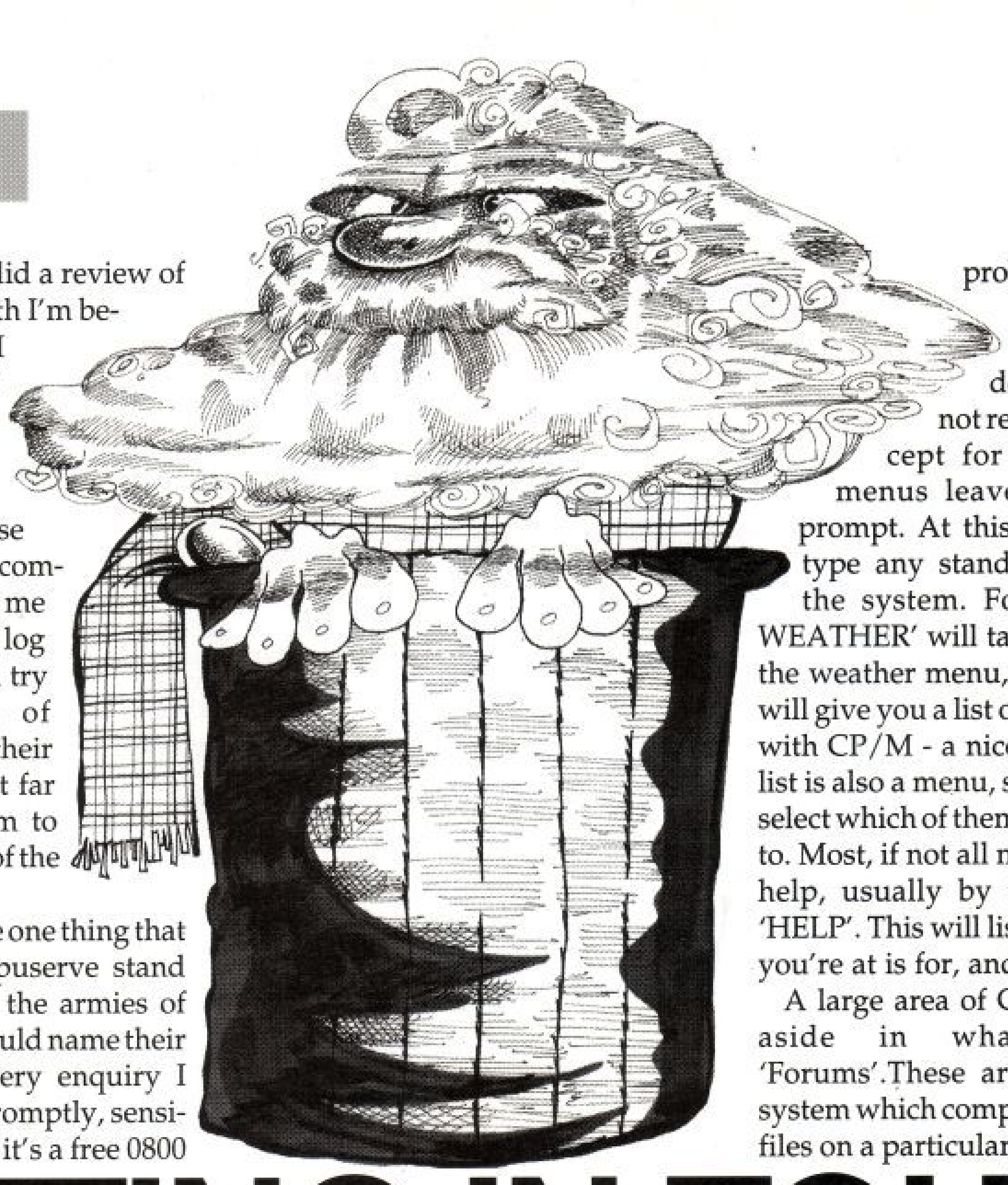
Two listings for you this month, giving excellent value for your typing power.This one is a brilliant, professional text printing routine that's seen on top quality commercial software.Now you can give your MODE 0 games that extra something special, with room for double the characters across the screen in multi-colours.

A superb routine this one and, as a bonus, Robin is prepared to supply the M/C source code to anybody who drops him an SAE at his usual helpline address of Pipeline Software, 9 Bryngias Terrace, Pyle, Mid Glamorgan, S.Wales.CF33 6AG.Nice work Robin.

```
1 ' - S T R E T C H E R - [71]
2 '======================= [72]
3 ' (C) Robin 'Pipeline Software' Gilbert, January 1992 [73]
4 ' [74]
10 MODE 1:PEN 1:LOCATE 14,12:PRINT"INITIALISING" [83]
20 code=&6000:MEMORY code-1:RESTORE [0E]
30 a=code:WHILE a$<>"END":READ a$:FOR g=1 TO LEN(a$) STEP 2 [80]
40 POKE a,VAL("&"+MID$(a$,g,2)):a=a+1 [93]
50 NEXT:INK 1,RND*26:WEND:CALL code [9F]
60 ' [F6]
100 DATA 210010221B66210025221E66CD056504011D0000 [BC]
110 DATA 17001C0000001C011A1A1C0208081C030610FF21 [55]
120 DATA 2F66060DAF772310FC3E03322066CD6564CD3864 [75]
130 DATA CD06BBCDE364DD215463CD1765CD8264CD9464CD [DC]
140 DATA B864213566343A3766C60127323766 3A3666CE00 [B8]
150 DATA 27323666CDA6643A2C66C61027322C663A2B66CE [BA]
160 DATA 0027322B66DD219A63CD17650600CD19BD10FB21 [37]
170 DATA C800222166222366222566222766 3A356687322D [5A]
180 DATA 6687C614322E66CD05651A002702160C1A002700 [CC]
190 DATA 18FF3E02CDDEBB060CDD21B663C5DD5601DD5E00 [BD]
200 DATA DD6603DD6E02CDEABBDD5605DD5E04DD6607DD6E [75]
210 DATA 06CDF6BB110800DD19C110D93E02CDDEBBCDBC65 [FC]
220 DATA 3A2D6687473A3B66E60F8047C5CD3E64CDC0BBCD [85]
230 DATA BC653A3B66E61FC680CDFCBBC110E9CD05651A0B [4D]
240 DATA 0E0B0D0C1A00270018FF3E03CDDEBB3A2D6647C5 [7C]
250 DATA CD3E64D5E5CDF0BBE1D1B720F3CDEABBC110EC3E [75]
260 DATA 02322966AF322A66DD2129663A2A66B7C28061AF [0E]
270 DATA CD1EBB2804DD3600013E01CD1EBB2804DD360002 [19]
280 DATA 3E08CD1EBB2804DD3600083E02CD1EBB2806DD36 [C4]
290 DATA 000418003A2A66EEFF322A663E42CD1EBBC2C462 [E4]
300 DATA 2A2166DDCB005E28042B2B1808DDCB004E280223 [58]
310 DATA 23222166 2A2366DDCB00462804232318 08DDCB00 [61]
320 DATA 5628022B2B222366ED5B21662A2366CDF0BBB728 [24]
330 DATA 46FE03C278622132663A2C668627772B3A2B668E [A4]
340 DATA 277706022B7ECE007710F93A3466C60127323466 [0C]
350 DATA 3A3366CE0027323366CD8264CDB864212664CDAA [EC]
```

```
350 DATA 3A3366CE0027323366CD8264CDB864212664CDAA [EC]
360 DATA BC3A2D663DCA5260322D663E01CDDEBBED5B2166 [48]
370 DATA 2A2366CDEABBAFCDDEBBCD19BD3A2E66B728063D [9F]
380 DATA 322E661840ED5B25662A2766CDEABBDD21166406 [83]
390 DATA 04C52A2566DD4E00DD460109EB2A2766DD4E02DD [52]
400 DATA 460309D5E5CDF0BBE1D1C1FE012807110400DD19 [54]
410 DATA 10D7ED532566222766C34861212F64CDAABC3A20 [30]
420 DATA 663D2809322066CD9464C37D60DD21A963CD1765 [11]
430 DATA 211A66112F6606041A9638142802180623131 0F4 [B2]
440 DATA 180A111A66212F660606EDB00600CD19BD10FBCD [CB]
450 DATA 3864CDE364C32760CD06BBCD05650402FFC90901 [FA]
460 DATA 2D205320542052204520542043204820452052 20 [A0]
470 DATA 2D1F0C05427920526F62696E2047696C62657274 [6D]
480 DATA 1F0B18506970656C696E6520536F667477617265 [EA]
490 DATA 1F0A09507265737320612 06B657920746F207374 [47]
500 DATA 6172741F0B0E486973636F7265203A2030303030 [BA]
510 DATA 303030301F08114F626A6563747320436F6C6C65 [38]
520 DATA 63746564203A2030303030FF020053434F52453A [82]
530 DATA 1F1E004C495645533A1F02184C4556454C3A1F18 [FA]
540 DATA 18434F4C4C45435445443AFF0800303030303030 [AC]
550 DATA 3030FF24003030FF081830303030FF2218303030 [BD]
560 DATA 30FF0E0847657420526561647921E2E2EFF0F0847 [E3]
570 DATA 616D65204F76657221FF200020006002200022 00 [F1]
580 DATA 22005E022200260026005A0226002000700160 02 [38]
590 DATA 700122006E015E026E0126006A015A026A012000 [56]
600 DATA 2000200070012200220022006E0126002600 2600 [E7]
610 DATA 6A0160022000600270015E0222005E026E015A02 [84]
620 DATA 26005A026A01000002000200000000 00FEFFFEFF [5B]
630 DATA 000001000032000000C03000100000000 81F0F3200 [F2]
640 DATA CD09BBD018FACDBC653A3B66E6FC5FCDBC653A3B [57]
650 DATA 66E601572140 0019EBCDBC653A3B66E6FE06004F [9C]
660 DATA 21480009C9211A661130630604CDCA64211E6611 [F5]
670 DATA 4F630602CDCA64DD21CE62C31765212F66117E63 [1F]
680 DATA 0604CDCA64DD217C63C317652120661189630601 [22]
690 DATA CDCA64DD218763C3176521366 6118E630602CDCA [94]
700 DATA 64DD218C63C31765213366119563 0602CDCA64DD [EF]
710 DATA 219363C317657E4FCB3FCB3FCB3FCB3FC6301213 [63]
720 DATA 79E60FC63012132310E8C90604C52100C00E8006 [04]
730 DATA 807E5FE60FCB2F777BE6F0CB27B6772310EF0D20 [FC]
740 DATA EAC110E1C9DDE1DD7E00DD23FEFF2805CD5ABB18 [E3]
750 DATA F2DDE9CD06B9DD6600DD23DD6E00DD23CD1ABCEB [10]
760 DATA D5DD7E00DD23FEFF2004D1C309B9FE1F2003D118 [6A]
770 DATA DDCDA5BBFD217C650608C57EE5211766770E02AF [3A]
780 DATA 120604CB1630051AFDB60012FD2310F3130D20EB [42]
790 DATA E11B1B010008EB0930040150C009EB23C110CFD1 [B1]
800 DATA 131318AC800420018004200108400210084002 10 [8B]
810 DATA 8004200180042001084002100840021080042001 [E7]
820 DATA 8004200108400210084002108004200180042001 [E9]
830 DATA 0840021008400210E5D5C5ED5B3866ED4B3A662E [13]
840 DATA 02CDFC652E01CDFC652E03CDFC652E01CDFC652E [AB]
850 DATA 01CDFC652E02CDFC652E01CDFC652E05CDFC6511 [F9]
860 DATA 894E01F364CD0866C1D1E1C9AFCB13CB12CB11CB [2E]
870 DATA 102D20F42A3866192238662A3A6609223A66C9 [A1]
880 DATA END [42]
```

```
1 ' 40 Multi-Coloured Charcaters across the screen in Mode 0 [71]
! [71]
2 ' ---------------------------------------------------------- [72]
- [72]
3 ' (C) Robin 'Pipeline Software' Gilbert, January 1992 [73]
4 ' Tel 0656 740741 for SUPERB Homebrew SOFTWARE and TOP Pro [74]
gramming TIPS! [74]
5 ' No more plugs! By the way, that's some title isn't it? [95]
6 ' 9 Brynglas Terrace, Pyle, Mid Galmorgan, CF33 6AG. [76]
7 ' Except that one!! [77]
*8 ' Written for ACU and 'Arnold' lovers everywhere. [98]
9 ' [79]
10 '  *****   M/Code is NOT relocatable!   ***** [F1]
11 ' Usage:- CALL script,column%,row%,@a$ [F3]
12 ' [F5]
13 ' Where..  script = Address of routine (40000 decimal) [F7]
14 '         column% = 0 .. 19 [F9]
15 '            row% = 0 .. 24 [FB]
16 '              a$ = "Um...er..." [FD]
17 ' [FF]
18 '  Ink 1 = The white bits and.. Ink 2 = The other bits. [01]
19 ' [03]
20 ' If you'd like to know how the machine code routine work [72]
s or how to [72]
21 ' change the colour spread on the characters, then get in [F4]
 touch and [F4]
22 ' I'll share my secrets! [D6]
23 ' [F8]
24 ' [FA]
100 INK 0,0:INK 1,26:INK 2,16:PAPER 0:CLS:MODE 0:MEMORY 3999 [C4]
9:RESTORE:script=40000:a=script:FOR f=1 TO 7:READ a$:FOR g=1 [C4]
 TO LEN(a$) STEP 2:POKE a,VAL("&"+MID$(a$,g,2)):a=a+1:NEXT g [C4]
,f  'Poke the Code (Need this line) [C4]
110 column%=0:row%=9:a$="New ASCII Character Set...":CALL sc [E4]
ript,column%,row%,@a$:column%=0:row%=row%+2:FOR f=32 TO 127: [E4]
a$=CHR$(f):CALL script,column%,row%,@a$:column%=column%+1:NE [E4]
XT  'Demo [E4]
120 column%=0:row%=row%+10:a$="You now have space to fit 40  [27]
characters across the screen. like this!":CALL script,column [27]
%,row%,@a$:PRINT"Normal ASCII Set":PRINT:FOR f=32 TO 127:PRI [27]
NT CHR$(f);:NEXT:LOCATE 1,18  'How did this line get here!? [27]
130 DATA FE03C0DD6604DD6E02CD1ABCEBDD6E00DD660146 [78]
140 DATA 237E23666FE5DDE1CD06B9D5C5DD7E00DD23CDA5 [04]
150 DATA BBFD21AF9C0608C5AF12CB76C4A89CFD23CB66C4 [88]
160 DATA A89CFD2313AF12CB56C4A89CFD23FD231BC50100 [81]
170 DATA 08EB0930040150C009EBC123C110D0C1D1131310 [C5]
180 DATA BAC309B9FD46001AB012C9 [7B]
190 DATA 8040804080408004804008048004080480040804080408040804080 [79]
40804080408040 [79]
```



GETTING IN TOUCH

Struan Bartlett gives the low down on the Compuserve set-up

Well, last time I did a review of CRR; this month I'm beginning what I hope to be a series of reviews of commercial electronic mail and information services. I say 'hope to be' because all this relies on the company concerned giving me information on how to log on to their system, and try it out. You would of thought it would be in their interests to do this, but far be it from me to claim to understand the minds of the rich and powerful...

If I was asked to name one thing that I thought made Compuserve stand out in the ranks from the armies of British companies, I would name their customer support. Every enquiry I made was answered promptly, sensibly, and helpfully, and it's a free 0800 number. In this fashion, they sent me the standard kit to try out. This consists of a 320 page manual, 3 short reference booklets, 3 disks, $25 free online time, (Yes dollars!), and a sturdy ringbinder.

About half of the manual is devoted to the software on the disks - the 'Compuserve Information Manager'. This is a piece of software that allows you, through a system of menus and dialogs, to easily find your way around Compuserve, whilst online. But there's a catch! The software is only for PC or Mac machines, so unless you're contemplating an imminent upgrade, this won't be of much use to you - I won't say much more about that. The other half of the manual describes in detail how to use the features on Compuserve. And believe me, there are loads of them - for example, the obvious national and international electronic mail; a substantial encyclopedia; the latest news; weather throughout the world and pictures from satellites; sport; information on the stock markets; forums and online games.

To log on to Compuserve is quite straight forward. You can phone up Compuserve's own network, at a London number. Alternatively, there may be a local PSS Dialplus node that you can phone. There are about 85 of these dotted around the UK, and each allows a connection to be made to several different information systems (such as GreenNet or Compuserve). After logging on, which simply involves entering your User ID number, and a password, you are presented with the main menu.

On your first time online, finding your way about Compuserve will probably look daunting. But this is deceptive - indeed, the manual is not really necessary, except for reference. Most menus leave you with a '!' prompt. At this prompt you can type any standard command to the system. For example, 'GO WEATHER' will take you straight to the weather menu, and 'FIND CPM' will give you a list of all features to do with CP/M - a nice touch is that the list is also a menu, so you can quickly select which of them you want to 'GO' to. Most, if not all menus have online help, usually by typing (surprise) 'HELP'. This will list what the feature you're at is for, and how to use it.



```
Terminal Mode: ESC H for help.   Drive B0:   2400 baud   Port (A)   Fdx
CompuServe

 1 CP/M Users Group Forum         [ CPMFORUM ]

Last page, enter choice !

CompuServe                TOP

 1 Member Assistance (FREE)
 2 Find a Topic (FREE)
 3 Communications/Bulletin Bds.
 4 News/Weather/Sports
 5 Travel
 6 The Electronic MALL/Shopping
 7 Money Matters/Markets
 8 Entertainment/Games
 9 Hobbies/Lifestyles/Education
10 Reference
11 Computers/Technology
12 Business/Other Interests

Enter choice number !go cpmforum

Computing Support        CPMFORUM

One moment please...

Welcome to The CP/M Forum!
```

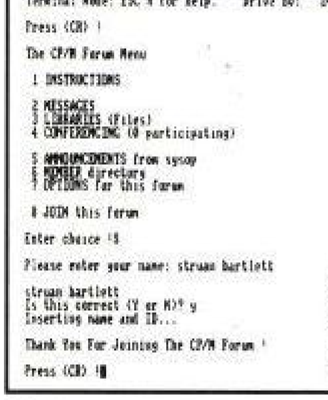
Compuserve's Main Menu

A large area of Compuserve is set aside in what are called 'Forums'. These are sections of the system which comprise both mail and files on a particular subject, quite like joining together a mail and file area of the same subject together on a typical bulletin board. There are 250 of these, many on computers, or computer related subjects, and many on subjects as diverse as rock music, humour, handicapped computer users, and science fiction.

So what is there specifically for CPC users? Well, there is no CPC area as such, so there is not much chance of being able to get CPC specific programs. However, the CP/M Forum contains a veritable selection of programs, from wordprocessors, and languages, to telecommunications.

How much does Compuserve cost? To say that the charges are rather expensive, is putting it mildly. Compuserve counts all its charges in dollars due to it being an international service. It charges $12.50 an hour as a 'connect-time charge', regardless of time of day or location. This is charged for most services, apart from a couple, which are marked 'FREE'. On top of that, you have a 'communication surcharge'. This is what the network op-

erator charges for use of the network. Both Compuserve's own network and Dialplus's charge $8.00/hour at Prime (06:00 - 19:00). Compuserve charges $0.30/hour non-prime, whereas Dialplus charges $4.50/hour. All these are billed by the minute and are charged at the current exchange rate. Add to this British Telecom's charges (long distance or local to Compuserve's own network, or local to a Dialplus node) and you will find that if you live outside London, it will set you back a cool £10.00 an hour! Also, Compuserve charges a 'Membership Support Fee' of $2.00 a month from your third month onwards. And if you have a 9600bps modem, is that a bonus? Well it's a mixed bag really, because if you use 9600bps, your connect-time charge is $22.50 an hour! Some specialist services such as faxing, telexing, and reading UK newspapers also charge extra for their use. I personally feel that these prices are a little bit on the high side. Compuserve have 800,000 members, and if each member used the system for only 1 hour a month, then Compuserve would have credits of somewhere in the region of £115 million a year!



Compuserve's CP/M Forum Meno

Is Compuserve worth it? If your interests in comms are simply chatting with other CPC users, and downloading programs, then Compuserve is probably not for you. However, because so many people use Compuserve, it appears to be ideal for problem solving of almost any kind (if the solutions are worth the cost of you being online!) Also, with proper use of software (albeit tricky on a CPC) you shouldn't be spending long periods online - once you've got used to the system, you should be able to automate logging on, downloading and uploading mail, enquiring into the encyclopedia (which is very nice), etc, all in under 10 minutes (about £1.60 all in all). If you've got a business in which up to the minute share prices, news or weather plays a major part, Compuserve might be for you. The online games? I haven't tried them all, but I'd forget it unless you've just won the pools - at a tenner an hour they're at least two times as expensive as Ten Pin Bowling, three times as expensive as playing snooker, and tens of times more expensive than simply buying a good game for your CPC! Compuserve can be contacted on 0800 289 378 (09.00 - 21.00).

Now to something technical! There is a Janet-Fidonet gateway in action. "What on earth is a Janet-Fidonet gateway?". Well, the aforementioned thingy, is to the Janet and Fidonet email networks, as Tottenham Court Road is to the Central and Northern London-Underground lines. (Eh?) That is, you can send a message from a bulletin board on Fidonet, to someone on the Janet network, and vice versa. This works by you sending your message to the gateway (in this case Aspects BBS) by either Fidonet or Janet, and it posts it out on the other network to whomever your message is addressed to. This might be useful if you know someone at University who has a Janet email number, or alternatively, if you're at University, and want to communicate with someone who isn't. If you have a modem, it's much easier to gain access to Fidonet than Janet - you just look around for your nearest bulletin board that supports Fidonet (alias Matrix mail or Netmail). As I mentioned in January's column, every Fidonet BBS has its own address. (Mine is 2:259/2). To send from Fidonet to Janet you address your message to "UUCP" at 2:250/107 (Aspects' Netmail address), and put the Janet address of whomever you're sending it to, in the subject. eg.

To: Uucp
At: 250/107
Subject: ugrad@uk.ac.redbrick

To send the opposite way, address your message to "fido.nowster@UUCP.spuddy" and put the Fidonet address in the subject field in square brackets, for instance:

To: fido.nowster@uucp.spuddy
Subject: [Struan Bartlett@2:259/2]

The [] brackets are compulsory. If you're having problems, at this, or at anything else, you're welcome to mail me at the above Fidonet address, in the COMMS UK, BBS News, Amstrad, or CP/M mail areas as appropriate, or at Comms, c/o Amstrad Computer User, Sunnyside Cottage, Carluddon, St. Austell, Cornwall, PL26 8TY.

A = 300/300 (V21) B = 1200/1200 (V22) C = 2400/2400 (V22bis) D = 1200/75 (V23) E = V32 (one of the 9600bps standards) F = HST (another of the 9600bps standards). All entries are N-8-1, and are operative 24 hours a day unless otherwise specified as Mon-Fri hours, then Sat/Sun hours.

AMTECH SUPPORT	B'nem'th	0202 294716	ABCF
BARNABAS BBS S	Ockendon	0708 852526	ABCF
FOUNDATION	Ipswich	0473 688183	ABC
HONEYMONSTER	Narborough	0760 337981	ABCD
M-F:1900-2300 S/S:24 Hrs			
AST SUPPORT	Isleworth	081-847 5389	ABCD
AXIS POINT	Enfield	081-367 7685	ABCD
CASTLE BBS	Oakley Beds	0230 25828	ABCEF
CHASE WUG	Hednesford	0543 871562	ABCD
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COMPASS!!	Ormskirk Lancs	0695 571117	ABCEF
DABBER'S LAIR	Nantwich	0270 624248	ABCD
M-F:1900-0100 S/S:1900-0900			
DATAMATRIX	Exeter	0392 434477	ABCEF
DATASOFT OPUS	Ilminster	0460 54615	ABCD
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BRIDGE/MUDDY WATER	Hull	0482 25347	ABCD
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COOL COMPUTING	Armagh	0762 841833	BC
DARK POWER	Prestwick	0292 78873	ABCD
M-F:2030-0800 S/S:2030-0800			
NORTH WALES BB	Wrexham	0978 88372	ABC
PLUS & MINUS	Lampeter	0559 322766	ABCD

UTILITY COLLECTION

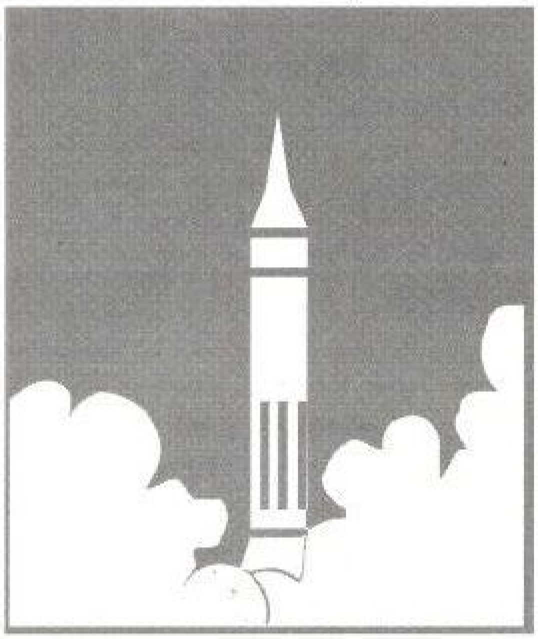
Here are 2 little useful, and quite different, utilities sent in by G.Short of Cleveland. They've both been coded with the proof reader so any typing errors should be easily traced.

TRAVEL-CALC

```
1 MODE 2:INK 0,0:INK 1,26:BORDER 26:PAPER 1:PEN 0:CLS:a=28:b=31:c=112:d=240:SYMB
OL 240,b,b:SYMBOL 241,b,b,c,c,c,c,c,c:SYMBOL 242,c,c,c,c,c,c,b,b:SYMBOL 243,b,b,
0,0,0,0,b,b:SYMBOL 244,b,b,c,c,c,c,b,b:SYMBOL 245,a,a,a,a,a,a,a,a [B0]
2 SYMBOL 246,d,d,a,a,a,a,a,a:SYMBOL 247,a,a,a,a,a,a,d,d:SYMBOL 248,d,d,0,0,0,0,d
,d:SYMBOL 249,d,d,a,a,a,a,d,d:SYMBOL 250,0,0,0,0,b,b:SYMBOL 251,c,c,c,c,b,b:SYMB
OL 252,a,a,a,a,a,a:SYMBOL 253,0,0,0,0,d,d:DIM n$(11) [BC]
3 SYMBOL 254,a,a,a,a,d,d:SYMBOL 255,0,0,0,60,60,60:DIM p$(4):FOR p=0 TO 11:FOR q
=1 TO 4:READ p$:p$(q)=CHR$(VAL("&"+p$)):NEXT:n$(p)=p$(3)+p$(4)+STRING$(2,8)+CHR$
(11)+p$(1)+p$(2)+CHR$(10):NEXT:FOR p=1 TO 25:PRINT STRING$(80,207);:NEXT:TAG:MOV
E 0,396,1,0 [58]
4 PRINT SPC(25)"TRAVEL-CALC    (c) G.SHORT 1991"SPC(25);:TAGOFF:PLOT 0,398,0:DRAW
R 640,0:PAPER#1,0:PEN#1,1:FOR p=2 TO 7:READ a,b,c,d,e,a$,w,x,y,z:WINDOW#1,a,b,c,
d:CLS#1:WINDOW a-1,b-1,c-1,d-1:CLS:PRINT SPACE$(e)a$:PAPER#p,1:PEN#p,0:WINDOW#p,
w,x,y,z:NEXT [6C]
5 WINDOW 1,80,1,25:PLOT 0,16:DRAWR 640,0:FOR y=0 TO 2:PLOT 40,128+112*y,1:DRAWR
232,0:NEXT:WINDOW#1,1,80,25,25:CLS#1:j$="   <f1> FUEL  <f2> DISTANCE  <f3> TIME
 <f4> METRIC  <f5> IMPERIAL  <f6> QUIT":k$="0123456789. ":d=100:t=2:f=4:o=0:GOSU
B 7 [8C]
6 i$=INKEY$:IF i$<"1" OR i$>"6" THEN 6 ELSE i=VAL(i$):IF i>3 THEN ON i-3 GOTO 7,
8:END ELSE IF i=1 THEN INPUT#7,"Fuel ";f:GOTO 9 ELSE IF i=2 THEN INPUT#7,"Distan
ce ";d:GOTO 9 ELSE INPUT#7,"Hours ";h:INPUT#7,"Minutes ";m:t=h+m/60:GOTO 9 [10]
7 IF o=1 THEN 6 ELSE d=d*1.6093:f=f*4.5461:o=1:LOCATE 18,7:PRINT"LITRES ":LOCATE
 18,14:PRINT"KM    ":LOCATE 18,21:PRINT"HOURS":LOCATE 59,8:PRINT"L/KM":LOCATE 59,
16:PRINT"KM/H":PRINT#1,j$STRING$(32,8)SPC(6):GOTO 9:DATA F1,F6,FB,FE,20,F5,20,FC
,F3,F9,FB,FD [20]
8 IF o=2 THEN 6 ELSE d=d/1.6093:f=f/4.5461:o=2:LOCATE 18,7:PRINT"GALLONS":LOCATE
 18,14:PRINT"MILES":LOCATE 59,8:PRINT"MPG ":LOCATE 59,16:PRINT"MPH ":PRINT#1,j$S
TRING$(19,8)SPC(8):DATA F3,F9,FA,FE,F2,F7,20,FC,F4,F8,FA,FE,F4,F8,FB,FE,F0,F6,20
,FC,F4,F9,FB [14]
9 CLS#7:c=d/f:s=d/t:w=2:a=ROUND(f,1):GOSUB 10:w=3:a=INT(d):GOSUB 10:w=4:a=ROUND(
t,2):GOSUB 10:w=5:a=ROUND(c,2):GOSUB 10:w=6:a=ROUND(s,1):GOSUB 10:GOTO 6:DATA FE
,F4,F9,FA,FE,20,00,FF,20,20,20,20,20,7,35,5,9,2,FUEL,8,17,6,7,7,35,12,16,2,DISTA
NCE,8,17,13,14 [09]
10 a$=STR$(a):CLS#w:FOR p=2 TO LEN(a$):q=INSTR(k$,MID$(a$,p,1))-1:PRINT#w,n$(q);
:NEXT:RETURN:DATA 7,35,18,23,2,TIME,8,17,20,21,46,75,5,10,32,CONSUMPTION,47,57,7
,8,46,75,13,18,32,AVERAGE SPEED,47,57,15,16,46,75,21,23,1,,47,72,20,22 [88]
```

DISC MEMO

```
1 FOR a=&BF01 TO &BF07:READ v:POKE a,v:NEXT:CALL &BC02:INK 0,0:BORDER 0:DEFINT a
-z:DIM a$(64,2),b$(64,2):t$="        DISC MEMO    (c) G.SHORT 1991        ":j$=CHR$(2
40)+CHR$(241)+"RNQ":m$="        "+CHR$(240)+" "+CHR$(241)+"  <N>OTE  <Q>UIT  <R>UN
":PAPER 0:PEN 1 [30]
2 k$=STRING$(11,8):CLG 1:PEN#1,0:PAPER#1,1:MODE 2:INPUT"Insert Disc & Press ENTE
R ",c$:TAG:MOVE 0,396,0,0:PRINT SPC(20)t$SPC(20):MOVE 0,14:PRINT" SCANNING DIREC
TORY"SPC(61):TAGOFF:PLOT 0,398,1:DRAWR 640,0:PLOT 0,16:DRAWR 640,0:CAT:x=1:y=5:p
=1:r=0 [01]
3 c$="":FOR f=0 TO 11:LOCATE x+f,y:CALL &BF01:c$=c$+CHR$(PEEK(&BF00)):NEXT:PRINT
 k$SPC(17);:IF c$<"!" THEN x=x+20:y=5:IF x<81 THEN 3 ELSE d=p-1:MODE 1:TAG ELSE y
=y+1:IF INSTR(c$,".BAK") OR INSTR(c$,"DISCMEMO") THEN 3 ELSE b$(p,1)=c$:p=p+1:GO
TO 3 [E2]
4 PLOT 0,0:DRAW 0,398:DRAWR 638,0:DRAW 638,16:DRAW 0,16:MOVE 0,396,0:PRINT t$:TA
GOFF:WINDOW 2,39,3,23:WINDOW#1,1,40,25,25:CLS#1:INPUT"Load Notes";c$:IF UPPER$(c
$)<>"N" THEN OPENIN"discmemo.dat":WHILE NOT EOF:r=r+1:INPUT#9,a$(r,1),a$(r,2):WE
ND:CLOSEIN [A6]
5 PLOT 0,16,1:DRAWR 640,0:CLS:PRINT#1," MATCHING RECORDS":PRINT:DIM b(64):q=1:FO
R f=1 TO d:p=q [A2]
6 IF b$(f,1)=a$(p,1) THEN b$(f,2)=a$(p,2):b(f)=1:q=p:p=r:DATA 205,96,187,50,0,19
1,201 [53]
7 p=p+1:IF p<=r THEN 6 ELSE NEXT:CLS:PRINT#1," UPDATE":FOR f=1 TO d:WHILE b$(f,2
)="":PRINT b$(f,1);:INPUT" Note ",b$(f,2):c=1:WEND:NEXT:DEF FNr$(f)=b$(f,1)+" "+
b$(f,2):t=1:p=1 [26]
8 CLS:PRINT#1,m$:PEN 2:FOR f=t TO t+20:PRINT FNr$(f):NEXT:IF c THEN PRINT#1," SA
VING DATA":OPENOUT"discmemo.dat":FOR f=1 TO d:WRITE#9,b$(f,1),b$(f,2):NEXT:CLOSE
OUT:PRINT#1,m$ [1F]
9 LOCATE 13,p-t+1:PRINT CHR$(255):i$="":WHILE i$="":i$=UPPER$(INKEY$):WEND:LOCAT
E 13,p-t+1:PRINT" ":i=INSTR(j$,i$):ON i+1 GOTO 9,10,10:IF i=3 THEN RUN b$(p,1) E
LSE IF i=4 THEN LOCATE 14,p-t+1:PRINT SPC(22)k$k$;:INPUT"",b$(p,2):c=1:GOTO 8 EL
SE PEN 1:END [93]
10 IF i=1 THEN p=p-1:IF p<1 THEN p=1:GOTO 9 ELSE IF p<t THEN t=t-1:LOCATE 1,1:PR
INT CHR$(11)FNr$(t):GOTO 9 ELSE 9 ELSE p=p+1:IF p>d THEN p=d:GOTO 9 ELSE IF p>t+
20 THEN t=t+1:LOCATE 1,21:PRINT:PRINT FNr$(p):GOTO 9 ELSE 9 [F1]
```



ROCKET

A game for two players. The aim is to destroy the other player's rocket but colliding with the edge of the screen is fatal.

Controls:
Player 1 - X to Rotate rocket
S to Fire

Player 2 - M to Rotate rocket
K to Fire

```
ROCKET

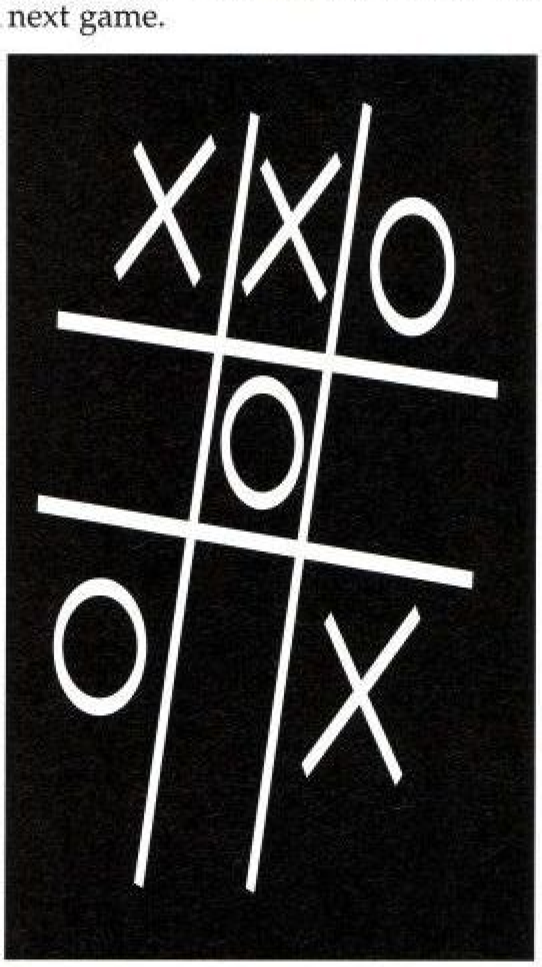
1 SYMBOL 250,24,60,60,60,60,60,126,219:SYMBOL 251,128,192,126,255,255,126,192,12
8:SYMBOL 252,219,126,60,60,60,60,60,24:SYMBOL 253,1,
3,126,255,255,126,3,1:S$(1)=CHR$(251):S$(3)=CHR$(253):S$(2)=CHR$(250):S$(4)=CHR$
(252)
2 INK 0,0:BORDER 0:INK 3,26:INK 1,18:INK 2,11:X(1)=10:Y(1)=12:X(2)=30:Y(2)=12:F$
=".":AX(1)=1:AX(3)=-1:AX(2)=0:AX(4)=0:AY(1)=0:AY(3)=
0:AY(2)=-1:AY(4)=1:ST(1)=3:ST(2)=4:CLS:LOCATE 12,12:PEN 3:PRINT"PRESS KEY TO PLA
Y"
3 PLOT 0,0,3:DRAW 639,0:DRAW 639,399:DRAW 0,399:DRAW 0,0:FOR P=1 TO 2:PEN P:LOCA
TE X(P),Y(P):PRINT S$(ST(P)):NEXT:CALL &BB18:LOCATE
12,12:PRINT"                    "
4 I$=INKEY$:IF I$="" THEN 8 ELSE IF I$="X" THEN L=1:GOTO 7 ELSE IF I$="M" THEN L
=2:GOTO 7 ELSE IF I$="S" THEN L=1:M=2:A=X(L):B=Y(L):
PEN 3:GOTO 5 ELSE IF I$="K" THEN L=2:M=1:PEN 3:A=X(L):B=Y(L):GOTO 5 ELSE 4
5 FOR CC=1 TO 10:IF A=X(M) AND B=Y(M) THEN 9 ELSE SOUND 1,(L*300),1,4,5,0,1:LOCA
TE A+AX(ST(L)),B+AY(ST(L)):PRINT F$:A=A+AX(ST(L)):B=
B+AY(ST(L)):IF A>2 AND A<39 AND B>2 AND B<24 THEN LOCATE A,B:PRINT" ":NEXT:GOTO
8 ELSE LOCATE A,B:PRINT" ":GOTO 8
6 LOCATE X(M),Y(M):INK 3,6,24:SPEED INK 10,10:PEN 3:PRINT CHR$(238):LOCATE 17,12
:PRINT"GAME OVER":LOCATE 14,13:PEN M:PRINT"PLAYER"M"
IS DEAD":CALL &BB18:LOCATE 14,20:PRINT"ANOTHER GO (Y/N)":GOTO 10
7 ST(L)=ST(L)+1:IF ST(L)=5 THEN ST(L)=1
8 FOR P=1 TO 2:LOCATE X(P),Y(P):PRINT" ":X(P)=X(P)+AX(ST(P)):Y(P)=Y(P)+AY(ST(P))
:LOCATE X(P),Y(P):PEN P:PRINT S$(ST(P)):NEXT:FOR M=1
 TO 2:IF X(M)=1 OR X(M)=40 OR Y(M)=1 OR Y(M)=25 THEN SOUND 1,4000,40,5,1,5,5:GOT
O 6 ELSE NEXT:GOTO 4
9 FOR B=50 TO 120:SOUND 1,B,1,12:NEXT:SOUND 1,3000,50,5,5,1,9:GOTO 6
10 X$=INKEY$:IF UPPER$(X$)="Y" THEN RUN ELSE IF X$<>"" THEN CLS:END ELSE 10
```

NOUGHTS AND CROSSES

For one player (0) against the computer (X). The position is selected using co-ordinates (from 1 - 3 each way). A score is kept at the bottom of the screen. The winner begins the next game.

```
NOUGHTS AND CROSSES

1 LOCATE 15,14:PEN 3:IF WIN=1 THEN PRINT"PLAYER 1 WON!":P1=P1+1:CALL &BB18:ERASE
 b:win=0:TR=1:GOTO 1 ELSE IF WIN=2 THEN PRINT"PLAYER
 2 WON!":P2=P2+1:CALL &BB18:ERASE b:win=0:TR=2:GOTO 1 ELSE CLS:P$(1)="O":P$(2)="
X":L=1:GOSUB 10:DIM B(3,3):IF TR=2 GOTO 4
2 PEN 2:LOCATE 6,24:PRINT"PLAYER 1-"P1"        PLAYER 2-"P2:PEN 1:LOCATE 2,12:INP
UT "GO NOW: ",X,Y:IF x>0 AND x<4 AND y>0 AND y<4 THE
N IF B(X,Y)=0 THEN PEN 2:LOCATE X*2,Y*2:PRINT P$(1):B(X,Y)=1:X=0:Y=0:GOSUB 3:GOT
O 4 ELSE 2 ELSE 2
3 FOR S=1 TO 2:FOR P=1 TO 3:IF B(P,1)=S AND B(P,2)=S AND B(P,3)=S OR B(1,P)=S AN
D B(2,P)=S AND B(3,P)=S THEN WIN=S:GOTO 1 ELSE NEXT:
IF B(1,1)=S AND B(2,2)=S AND B(3,3)=S OR B(3,1)=S AND B(2,2)=S AND B(1,3)=S THEN
 WIN=S:GOTO 1 ELSE NEXT:RETURN
4 IF G=1 THEN G=0:FOR P=1 TO 3:FOR D=1 TO 3:IF B(D,P)>0 THEN NEXT:NEXT:PEN 3:GOS
UB 3:PRINT"BOARD FULL":CALL &BB18:ERASE B:TR=TR+1:IF
 TR=3 THEN TR=1:GOTO 1 ELSE 1 ELSE RETURN ELSE L=1:GOSUB 10:FOR S=2 TO 1 STEP -1
5 FOR P=1 TO 3:IF B(P,1)=S AND B(P,2)=S AND B(P,3)=0 THEN X=P:Y=3:GOTO 9 ELSE NE
XT:FOR P=1 TO 3:IF B(P,2)=S AND B(P,3)=S AND B(P,1)=
0 THEN X=P:Y=1:GOTO 9 ELSE NEXT:FOR P=1 TO 3:IF B(P,1)=S AND B(P,3)=S AND B(P,2)
=0 THEN X=P:Y=2:GOTO 9 ELSE NEXT
6 FOR P=1 TO 3:IF B(1,P)=S AND B(2,P)=S AND B(3,P)=0 THEN X=3:Y=P:GOTO 9 ELSE NE
XT:FOR P=1 TO 3:IF B(2,P)=S AND B(3,P)=S AND B(1,P)=
0 THEN X=1:Y=P:GOTO 9 ELSE NEXT:FOR P=1 TO 3:IF B(1,P)=S AND B(3,P)=S AND B(2,P)
=0 THEN X=2:Y=p:GOTO 9 ELSE NEXT
7 IF B(1,1)=S AND B(3,3)=S AND B(2,2)=0 OR B(3,1)=S AND B(1,3)=S AND B(2,2)=0 TH
EN X=2:Y=2:GOTO 9 ELSE IF B(2,2)<>s THEN 9 ELSE 8
8 IF b(2,2)<>s THEN 9 ELSE IF B(1,1)=S AND B(3,3)=0 THEN X=3:Y=3 ELSE IF B(3,1)=
S AND B(1,3)=0 THEN X=1:Y=3 ELSE IF B(3,3)=S AND B(1
,1)=0 THEN X=1:Y=1 ELSE IF B(1,3)=S AND B(3,1)=0 THEN X=3:Y=1
9 IF X=0 AND Y=0 THEN NEXT:LOCATE 16,14:PEN 3:G=1:GOSUB 4:GOTO 10 ELSE LOCATE X*
2,y*2:PRINT P$(2):B(X,Y)=2:Y=0:X=0:G=1:LOCATE 16,14:
GOSUB 4:GOSUB 3:GOTO 2
10 IF L=1 THEN L=0:INK 0,0:BORDER 1:INK 1,18:INK 2,7:INK 3,26:PLOT 36,390,3:DRAW
R 0,-96:MOVER 32,0:DRAWR 0,96:PLOT 4,360:DRAWR 96,0:
MOVER 0,-32:DRAWR -96,0:RETURN ELSE PEN 2:X=INT(RND(TIME)*3)+1:Y=INT(RND(TIME)*3
)+1:IF B(X,Y)=0 THEN GOTO 9 ELSE 10
```



BITS

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CPC DOMAIN The only monthly magazine for serious CPC users. Only £1.25 for over 40m packed pages. Six month subscription for £7.50. CPC-Domain, 119 Laurel Drive, East Kilbride, Glasgow G75 9JG.

Penpals

DOES ANYBODY who lives in the Kirkcaldy, Fife area want to come along to my house in the Glebe Park/Baulsusney Road area to share programs and games? Contact Ross Anderson, 12 Maria Street, Kirkcaldy, Fife, Scotland.
CPC PENPALS wanted to swap games on cassette only for the 464. Also demo tapes, so send your lists to Matthew Glover, 12 Garrick Street, Alvaston, Derby DE2 8PT.
PENPALS WANTED to swap games and demos on disc. Any age, any country. Help given on new and old games. Write to Richard Wildey, 41 Enmore Gardens, London SW14 8AF.

IMPORTANT NOTICE

Please note that due to popular demand for the Bits section in ACU, a price for each advert has had to be introduced to cover our running costs. What this means is that, from this issue onwards, the cost of an advert will be a flat rate of just £4.50, which still makes it the cheapest means of advertising your wares in the CPC magazine forum. Apologies to all concerned, but we've had to take someone on to deal with the massive response to the Bits service, to give it the attention it so rightly deserves.

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The cost of 1-30 words inclusive is £4.50 for private ads in Bits. For the Pieces section, just fill in a brief outline of your program and let ACU do the rest for FREE.

PIECES

It's game time as the barnstorming ACU Collections arrive on the Offers' list

Here's your chance to get hold of some real blasts from the past, in the form of two excellent games compendiums.

The first epic set of features the superb racing offering, Bang Wallop.Including Frogger, Duck Dodgers, Double Trouble and a whole lot more, you can't afford to miss it.

Volume 2, the sequel, features Amthello and N-Sub in a mammoth 10 game extravaganza.At the amazing price of £9.95 each, for disc or tape, just for you. All of the games can be added to, to suit your preferences, used in your own creations, or just plain enjoyed as they are.If you want your copy, get ordering now, using the coupons below, and don't forget about the fabulous blank disc offer, open to all takers.

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Please make all cheques/POs payable to DGC Software.
Send this coupon to:DGC Software, 12 Stone Court, Eccleshill, Bradford.BD2 2HW.

While you're about it, don't forget that the original offerings are still also available on disc and tape.These offerings include:

Learn Amstrad Basic the Easy Way at £12.95 for the disc and £10.95 for the tape.

Money Master at £12.95 for the disc and £10.95 for the tape.

Easydraw2 at £12.95 for the disc and £10.95 for the tape.

ACU Machine Code Assembler at £5 for the disc and £4 for the tape.

All of these programs are fully documented and superb value for money, so get ordering now to avoid delay.Again, make all of your cheques/POs out to DGC Software, and state clearly on your letter which program you require, on which format, before sending it to: DGC Software, 12 Stone Croft, Eccleshill, Bradford.BD2 2HW.

In the meantime, keep your eyes glued to these pages for even more blockbusting disc/tape offers exclusive to ACU readers.See you next month.

FEEDBACK

Our first letter this month comes from Stan Gardner of Stratford, London, who feels he must reply to previous letters concerning the issue of Cover Tapes. Well, Mr Gardner, write away:

"I feel I must ask for an opportunity to reply to your Manchester reader's criticism of my letter concerning cover tapes/disc (Dec 91 issue).

He fails completely to understand the point I was attempting to make. My statement that all readers should be considered, not just 464 users, causes him annoyance. Yet his main argument falls at the first hurdle. He urges 6128+ owners to have their machines altered. He conveniently omits to mention that by doing so, the initial guarantee and any extended guarantees paid for become invalid.

His statement that I imply interest in the serious applications is pure conjecture and cannot be substantiated. In fact, I have more games than serious programs. I get equal pleasure from both types and your games reviews are read regularly. Any game that I find suitable for my taste, I buy. I CHOOSE to buy. A cover disc/tape takes away that choice and obliges me to buy through any increased magazine charge.

I find myself in a position other 6128+ owners may not have the benefit of. I upgraded from a 464 to a 6128+ just over a year ago. The old 464 was given to a friend who, on my advice, bought a disc drive. Consequently, I am able to transfer tape to disc if I wish. Unfortunately, I have yet to find a game on a cover tape worth transferring to disc. My description of cover tapes/discs as junk still applies.

I do not wish, as a 6128+ owner, to be saddled with an unwanted tape. Equally, and I stress this, I would not wish 464 owners to have an unwanted disc thrust upon them; I cannot be fairer than that. I read your letters pages regularly. I may not always agree with the points raised by other readers, but they are entitled to their views and the right to air them. I would not have it any other way.

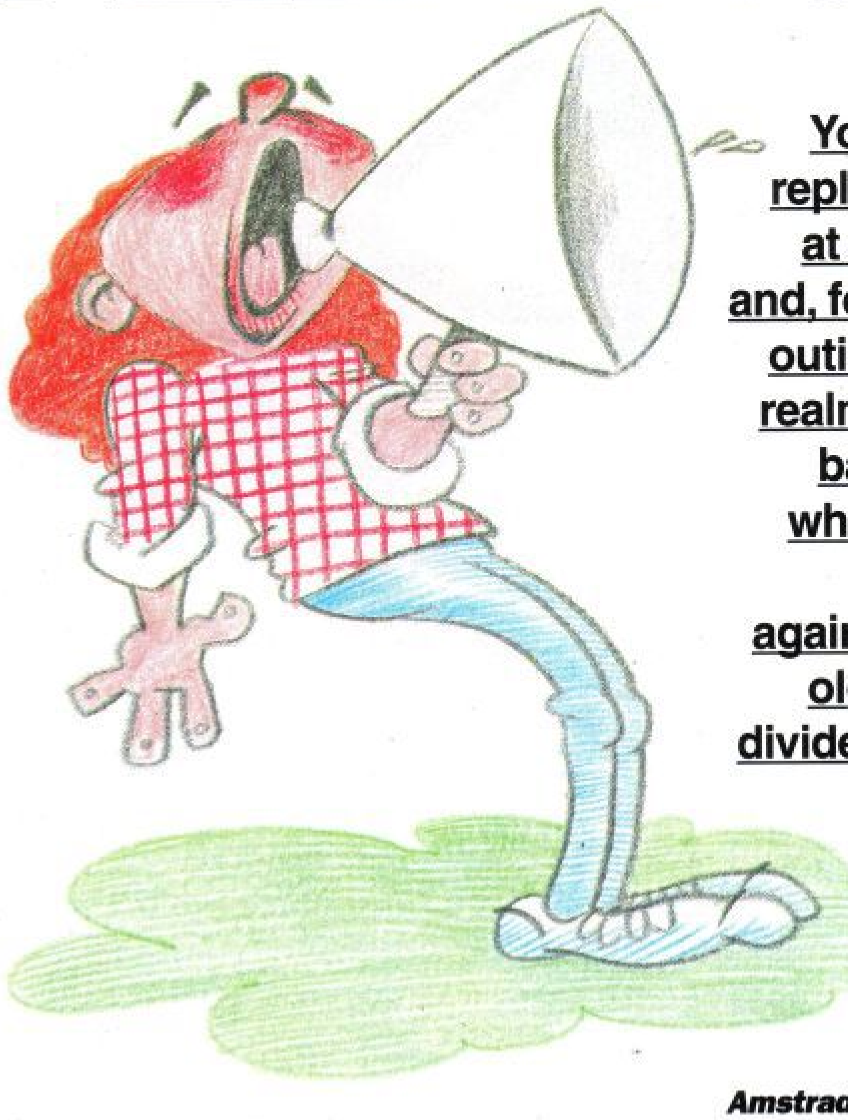
Your magazine is good value as it is. Leave well alone. If you decide to have these cover disc/tapes, one way or another you will alienate a section of your readers. The letter from a more reasonable reader in Sheffield, suggesting alternating monthly tapes and discs, may be a compromise you would like to consider. You must be prepared though, for a slight decline in your circulation, at least every other month, if the Manchester reader carries out his threat to cancel his subscription. Personally, I will continue to buy the magazine every month, whatever you decide."

So, there's an honest opinion for you and, of course, it puts the ball well and truly in everybody's court. What do you all think about this issue? One thing to remember, however, is that after taking the cover tape option over a year ago, Amstrad Action are presently publishing at a mere 60 pages, albeit with a cover cassette, at the cost of £2.50. Would you rather have a cover disc/tape at the expense of editorial coverage, or have the choice of buying special magazine discs/tapes at your leisure? Simply send in your views to the Feedback Page, Amstrad Computer User, HHL Publishing, 116-120 Goswell Road, London EC1V 7QD, and we'll see that they get aired.

Other areas for you to get to grips with: What do you think about the decline of full-priced CPC games? What are your views on the lack of software and hardware support by the major chain-stores? Are we CPC owners getting a raw deal? Tell us what you think and, you never know, we may even be able to make those bad boys in their ofices rethink their strategies.

Remember, it's up to you to let them know what you want, so keep writing. That's all for this month, though in the near future, the Feedback page will be expanding to fit more of your views in.

FEEDBACK



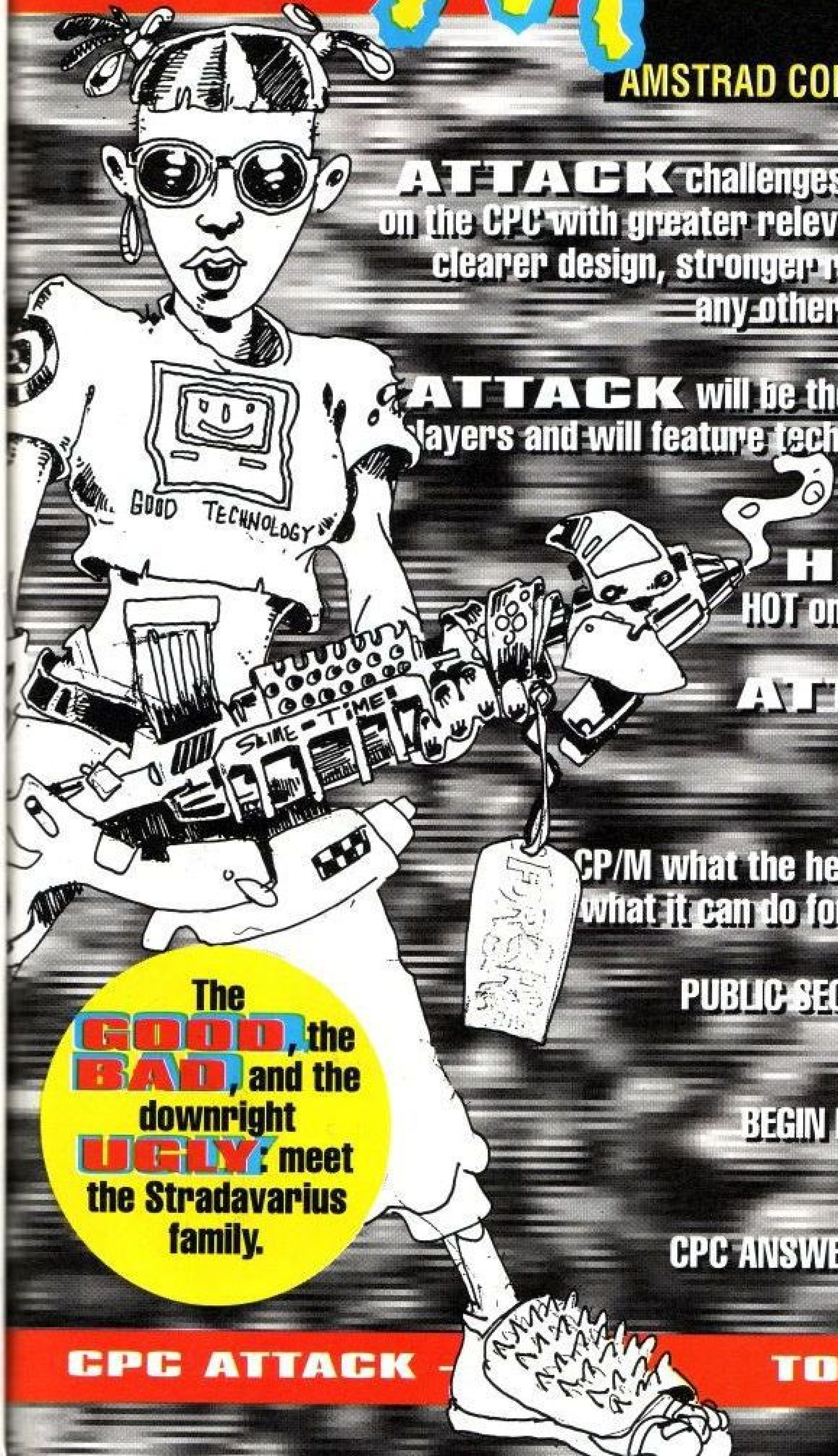
Your right to reply is what's at stake here and, for this first outing into the realms of feedback, guess what rears its ugly head again? Yep, the old 464-6128 divide. Read on.

NEXT MONTH

prepare yourself for...

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HOT, HOT, HOT

HOT on tips, HOT on advice, HOT on its own - take it anywhere!

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DON'T MISS -

CP/M what the heck is it? And more importantly, what it can do for you, plus lots of starter help.

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The GOOD, the BAD, and the downright UGLY: meet the Stradavarius family.

CPC ATTACK - TOO HOT TO HANDLE...

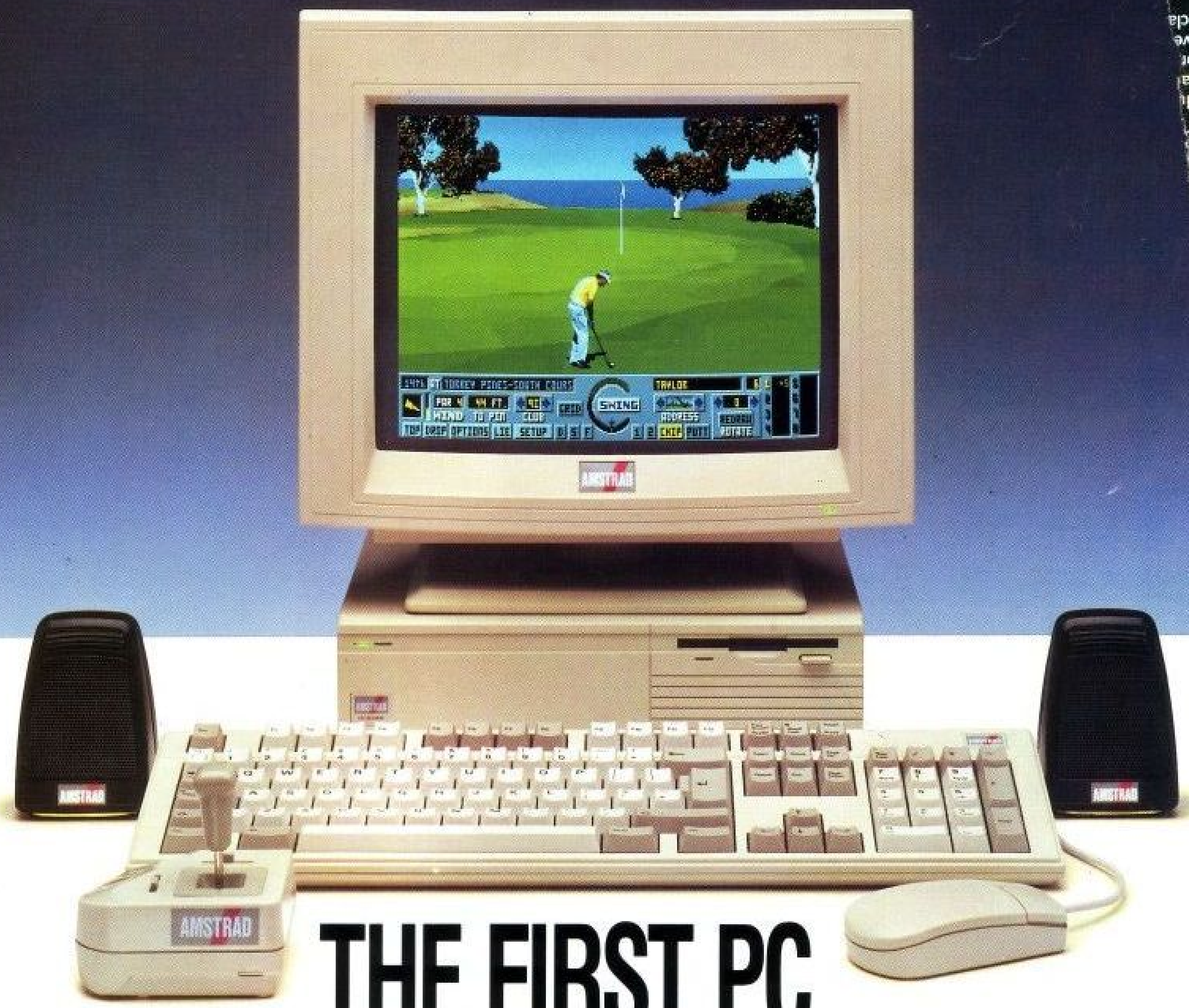
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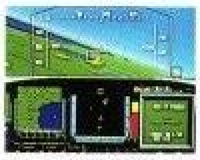
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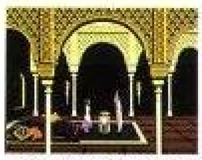
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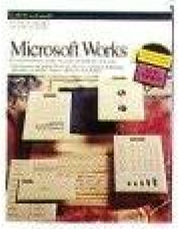
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